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**Kaminkow et al.**

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(54) **GAMING DEVICE HAVING RESULTANT  
WILD SYMBOLS**

(56) **References Cited**

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J. Palmer**, Reno, NV (US)

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(73) Assignee: **IGT**, Las Vegas, NV (US)

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(\*) Notice: Subject to any disclaimer, the term of this  
patent is extended or adjusted under 35  
U.S.C. 154(b) by 2213 days.

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This patent is subject to a terminal dis-  
claimer.

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(21) Appl. No.: **11/149,706**

Statement of Grounds and Particulars, filed in support of Notice of  
Opposition, dated May 8, 2009, Australian Patent Application No.  
2003231111.

(22) Filed: **Jun. 9, 2005**

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Opposition, dated May 14, 2009, Australian Patent Application No.  
2003228685.

(65) **Prior Publication Data**

US 2005/0227754 A1 Oct. 13, 2005

Wild Streak Advertisement written by WMS Gaming, Inc., published  
in 2001.

**Related U.S. Application Data**

(Continued)

(63) Continuation of application No. 10/191,154, filed on  
Jul. 9, 2002, now Pat. No. 6,905,406.

(60) Provisional application No. 60/376,920, filed on Apr.  
30, 2002.

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LLP

(51) **Int. Cl.**

**A63F 13/00** (2014.01)

**A63F 9/24** (2006.01)

**G07F 17/32** (2006.01)

**G07F 17/34** (2006.01)

(57)

**ABSTRACT**

A gaming device including a plurality of reels or cards having  
several symbols. The symbols include at least two compli-  
mentary symbols that form resultant symbols on related reels  
or cards. In one embodiment, the resultant symbol is similar  
to a symbol and acts as a substitute for other symbols on the  
reels or cards. In another embodiment, the resultant symbol  
transforms adjacent symbols into symbols or other symbols  
on the reels or cards. In a further embodiment, the resultant  
symbol transforms a predetermined or random number of  
symbols on the reels or cards into symbols or other symbols.

(52) **U.S. Cl.**

CPC ..... **G07F 17/3244** (2013.01); **G07F 17/32**  
(2013.01); **G07F 17/3211** (2013.01); **G07F**  
**17/3293** (2013.01); **G07F 17/34** (2013.01)

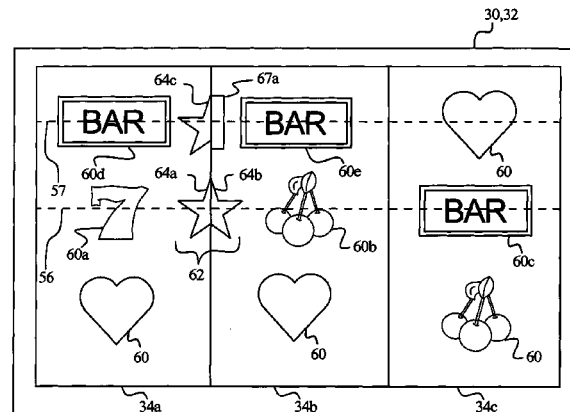
(58) **Field of Classification Search**

CPC ..... **G07F 17/34**; **G07F 17/32**; **G07F 17/3244**;  
**G07F 17/3267**

USPC ..... **463/20**

See application file for complete search history.

**78 Claims, 24 Drawing Sheets**



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FIG. 1A

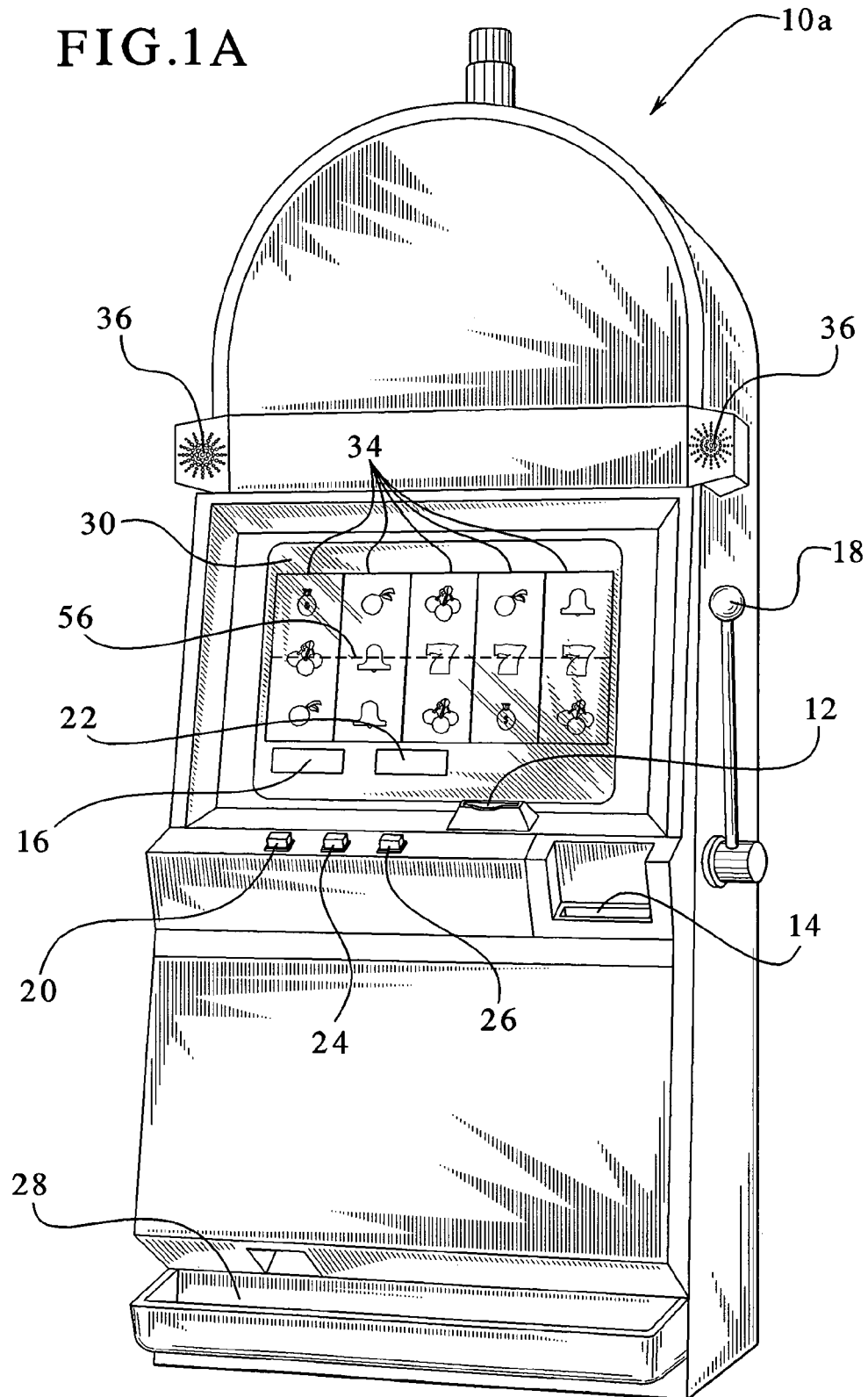


FIG. 1B

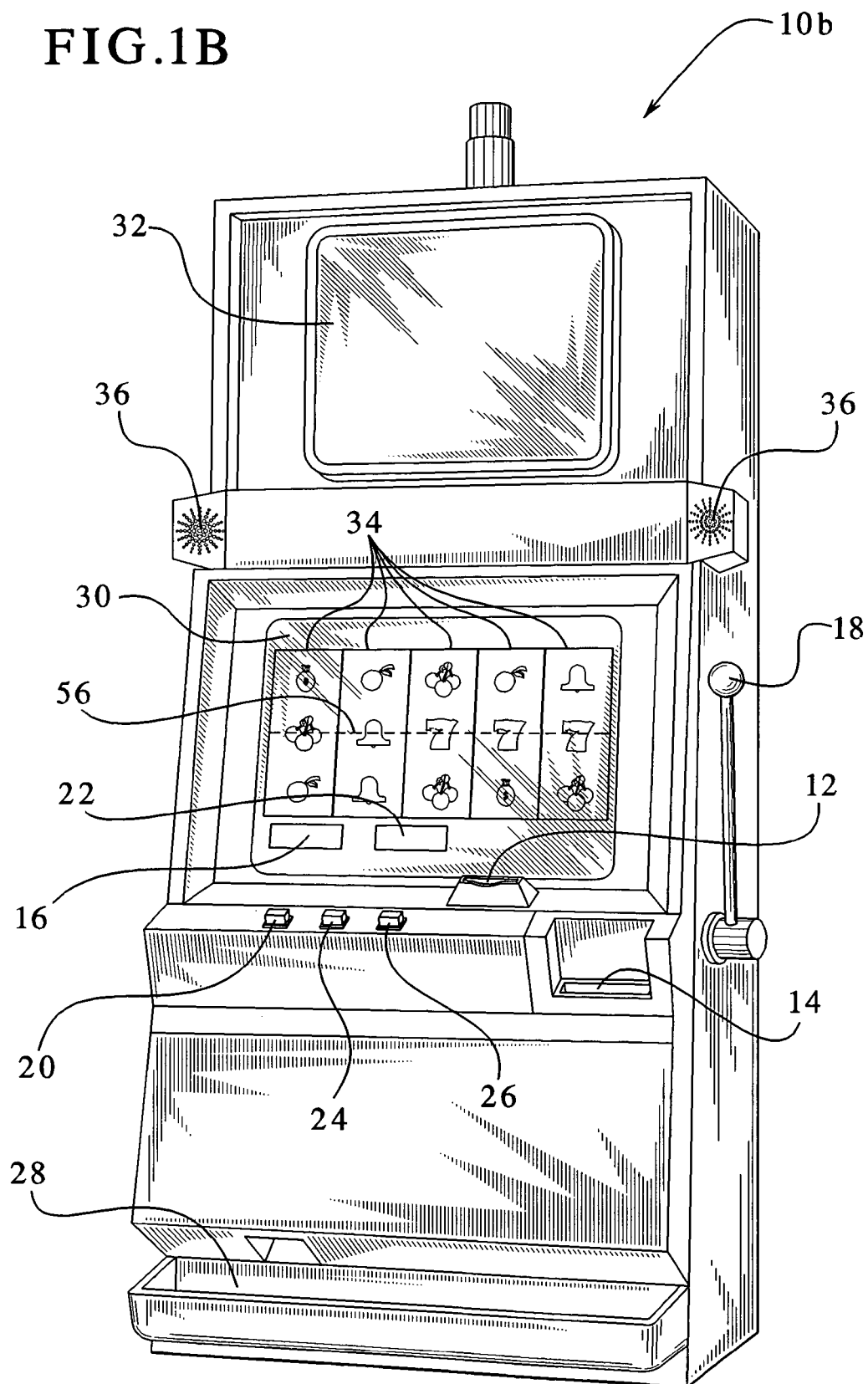


FIG. 2

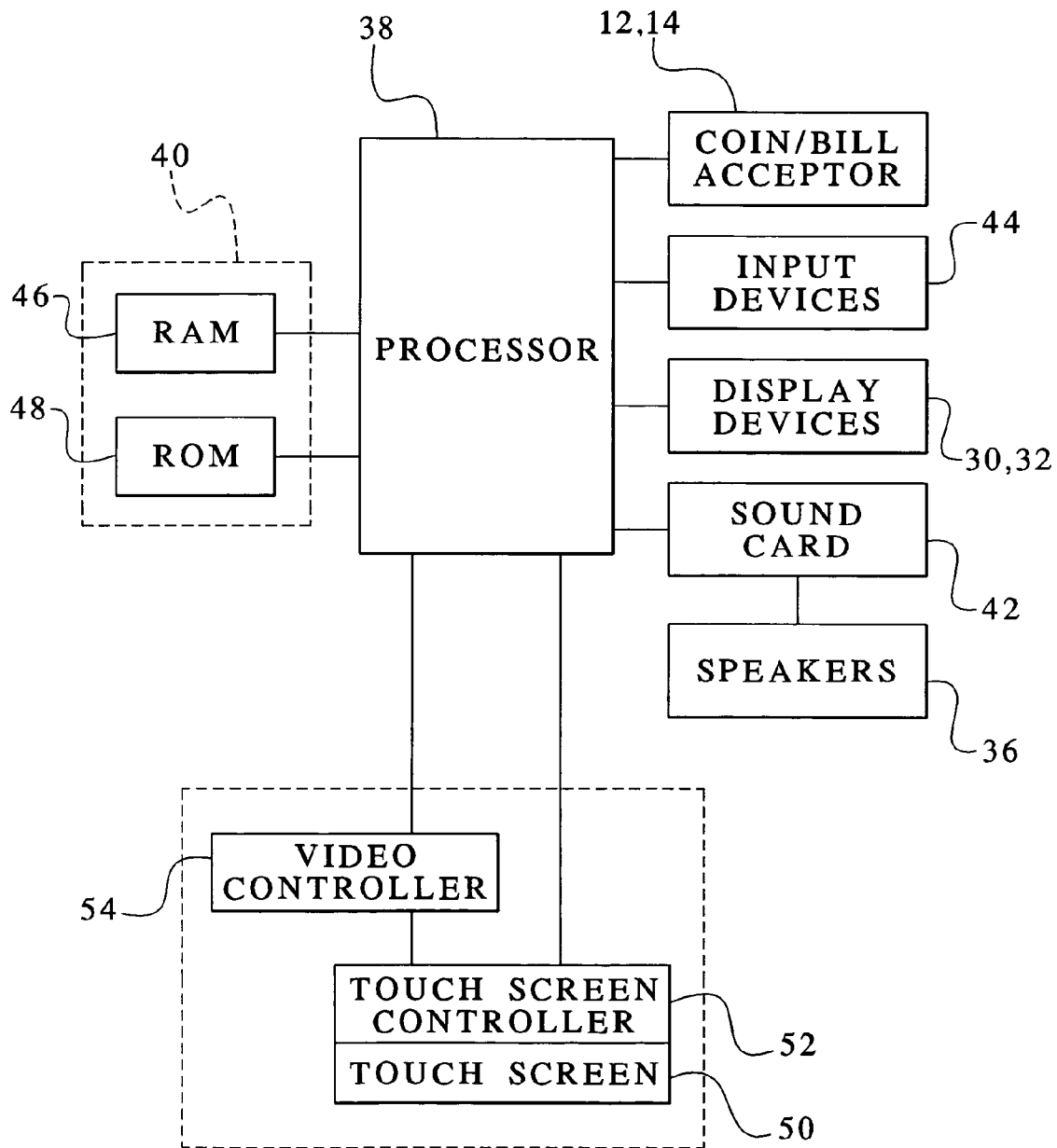


FIG. 3

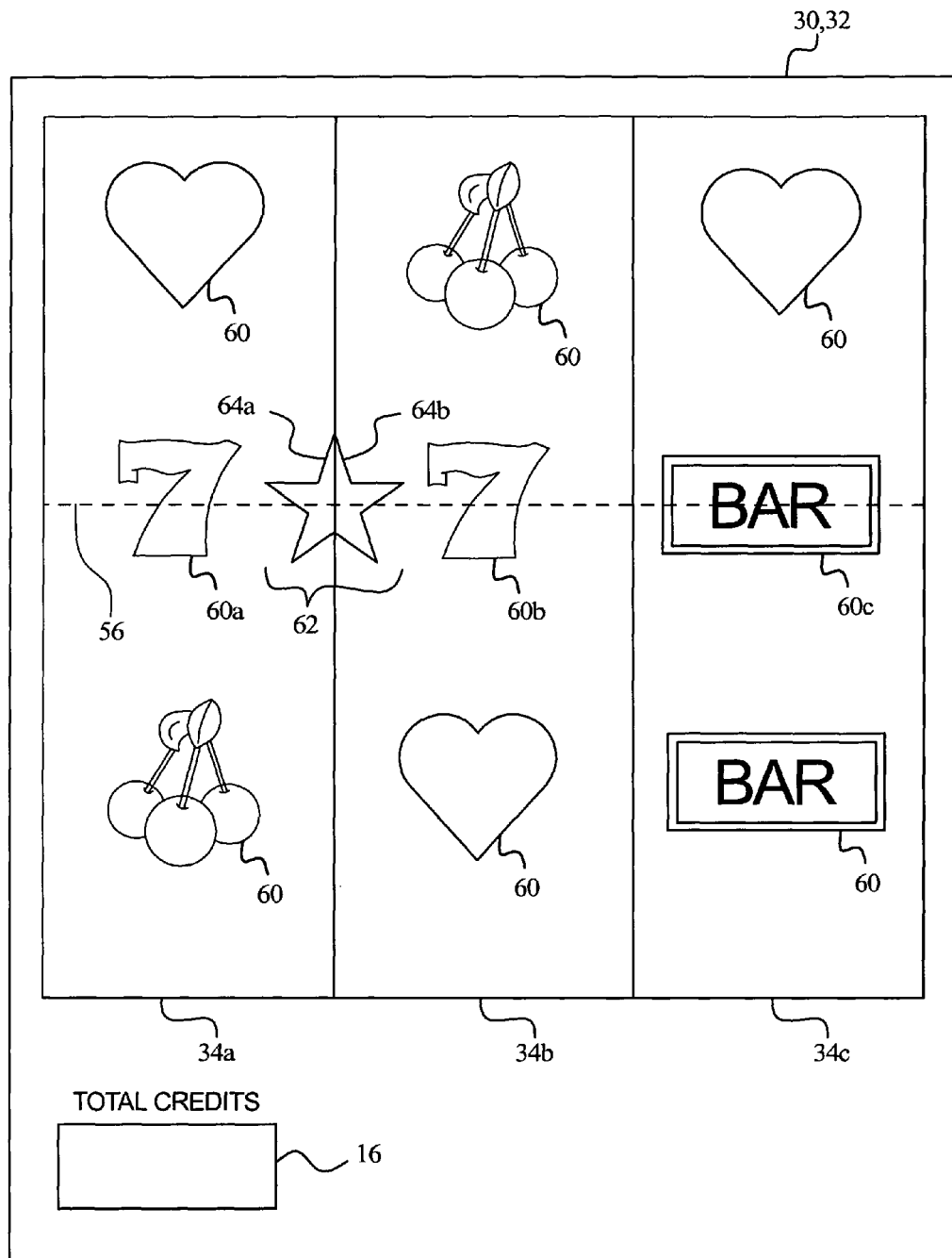


FIG. 4

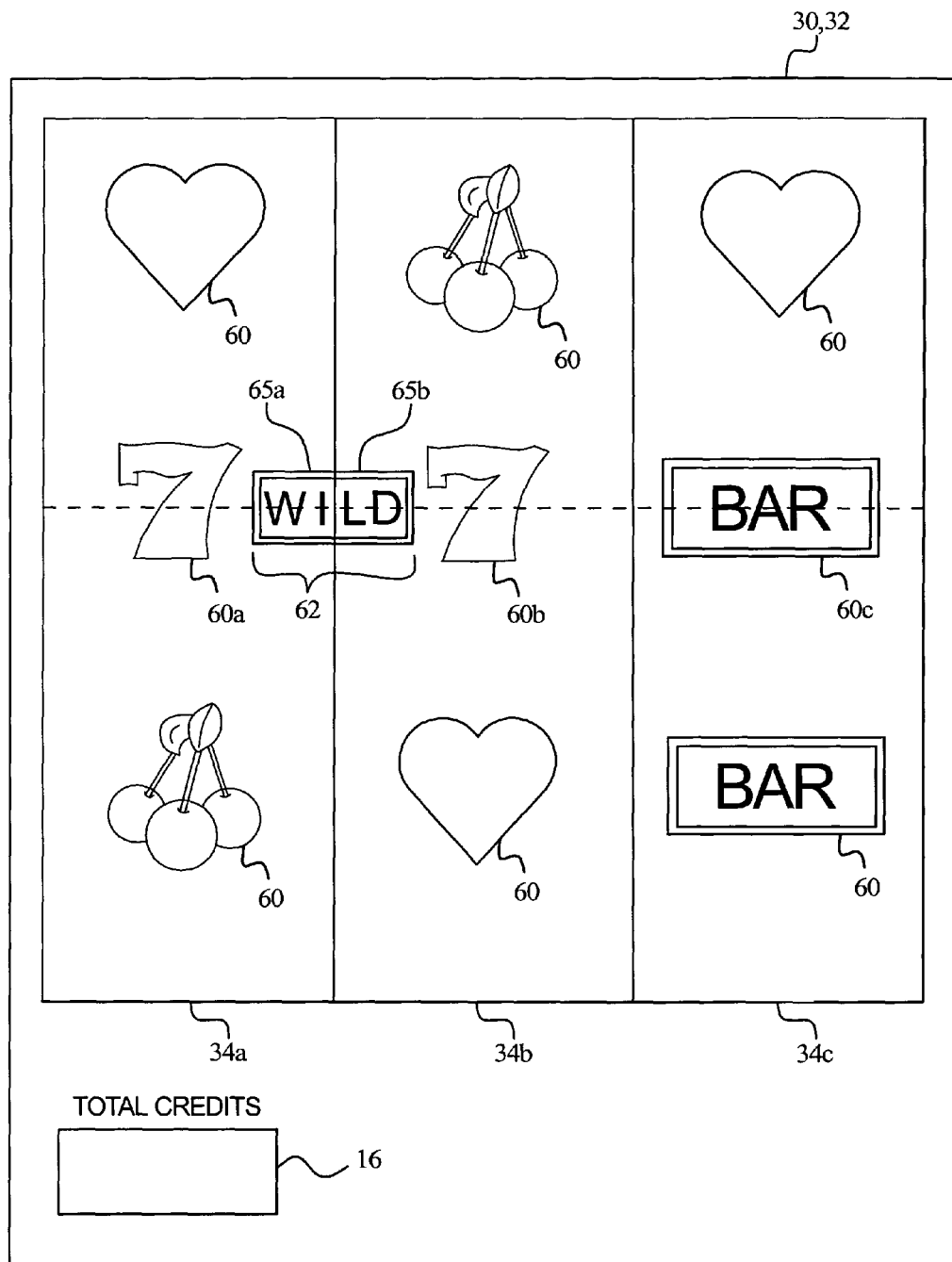


FIG. 5A

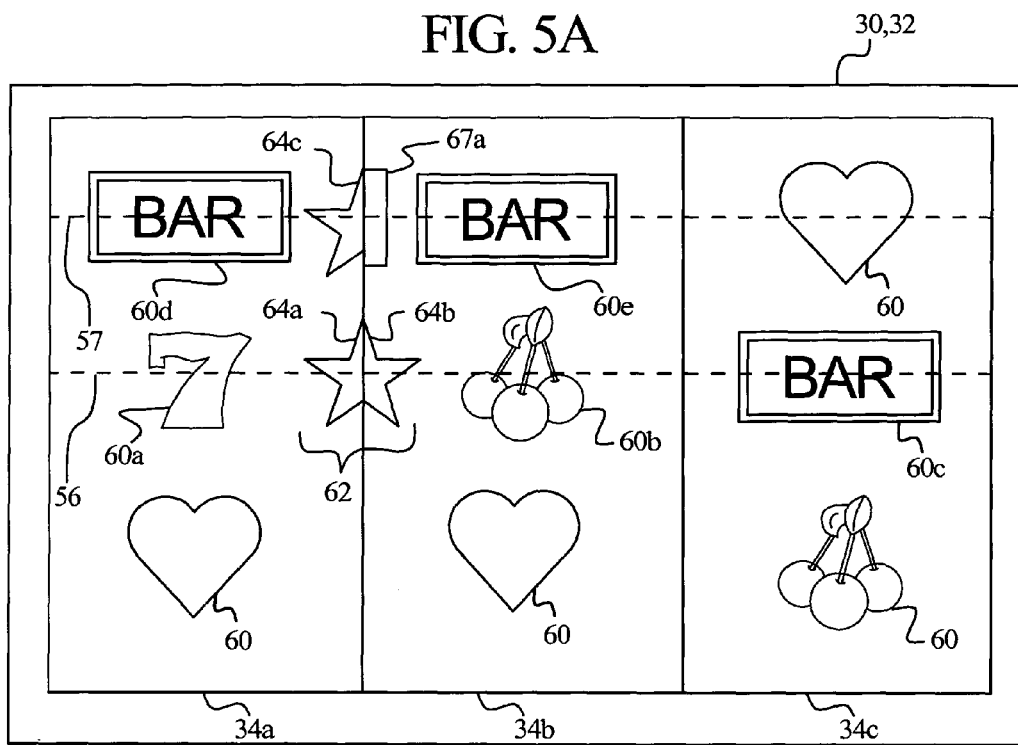


FIG. 5B

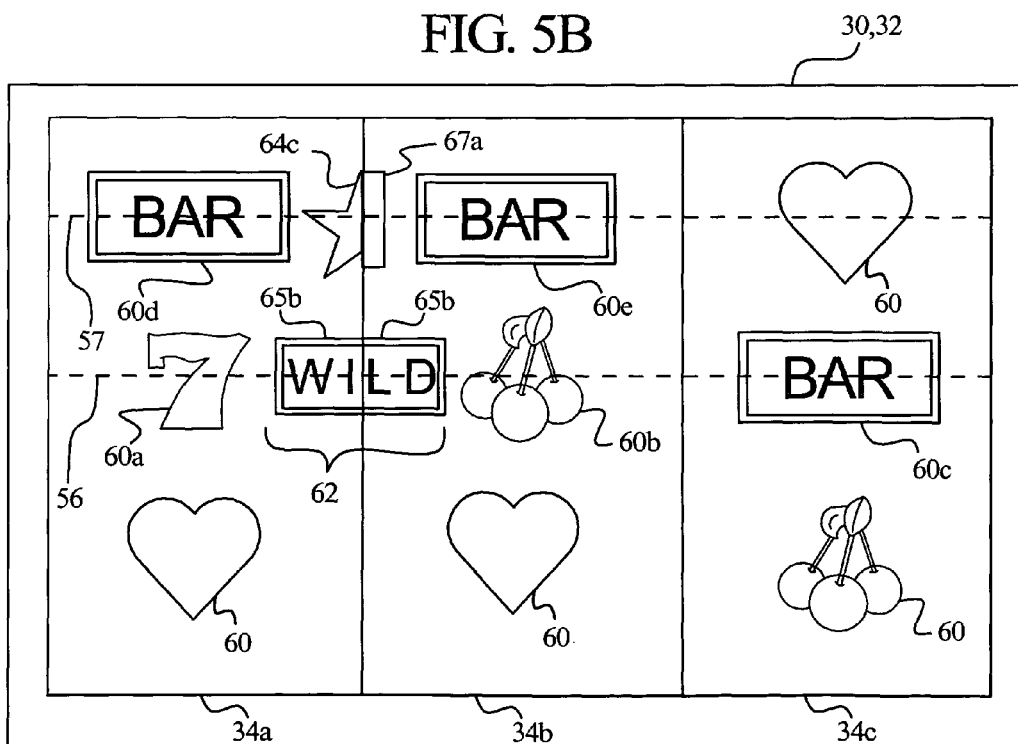




FIG. 6

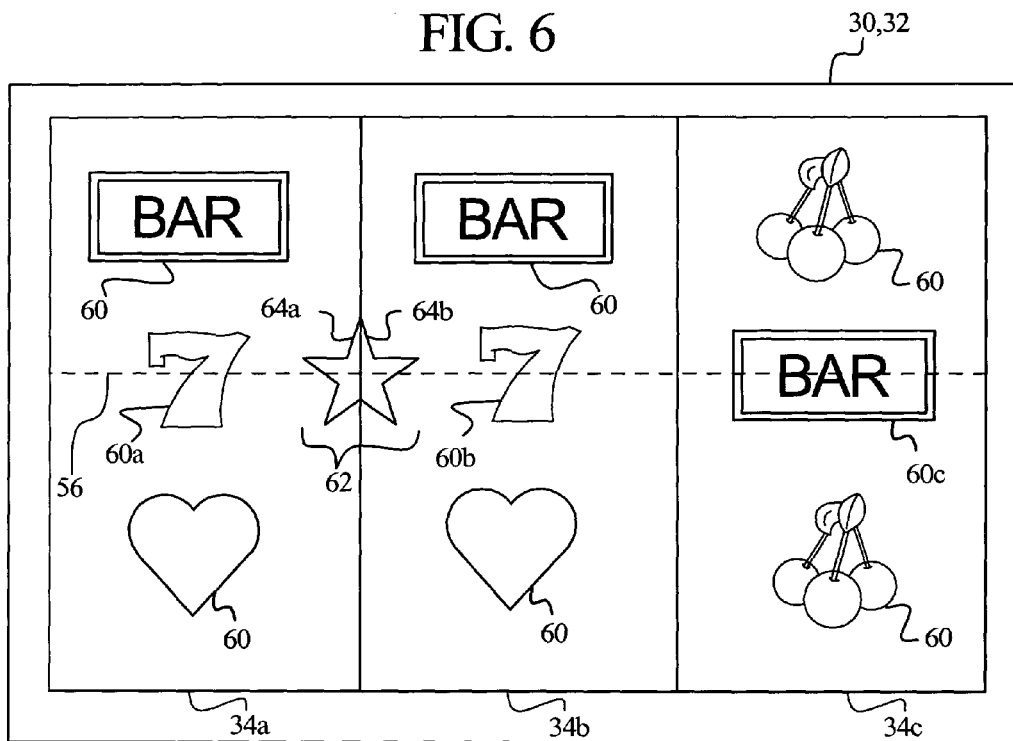


FIG. 7

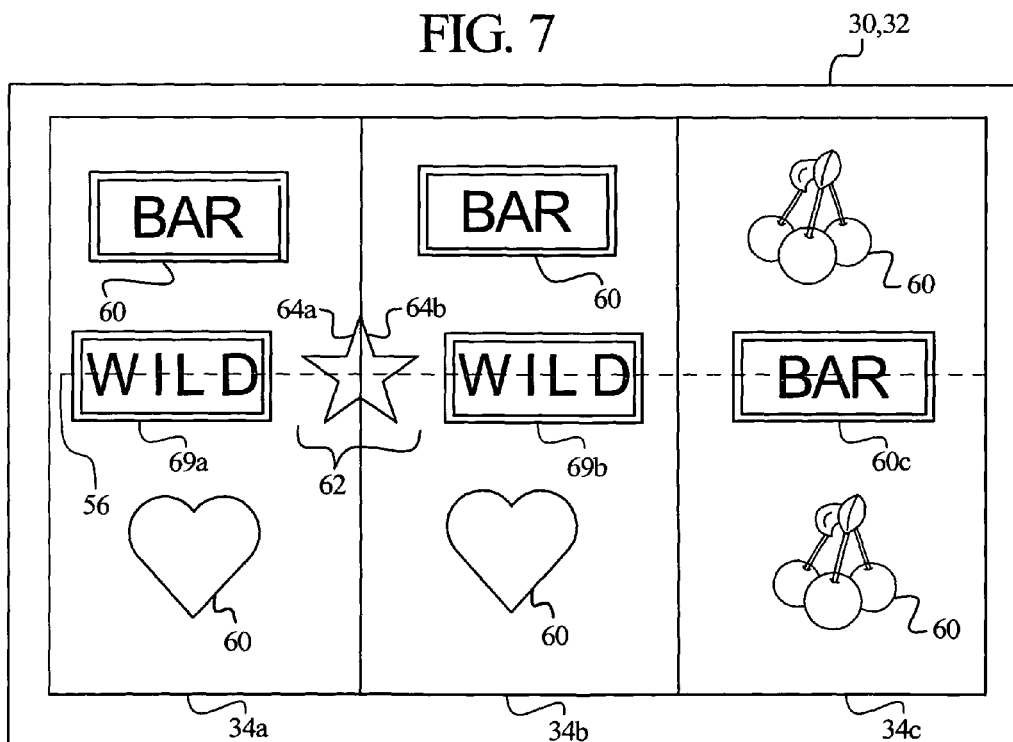


FIG. 8A

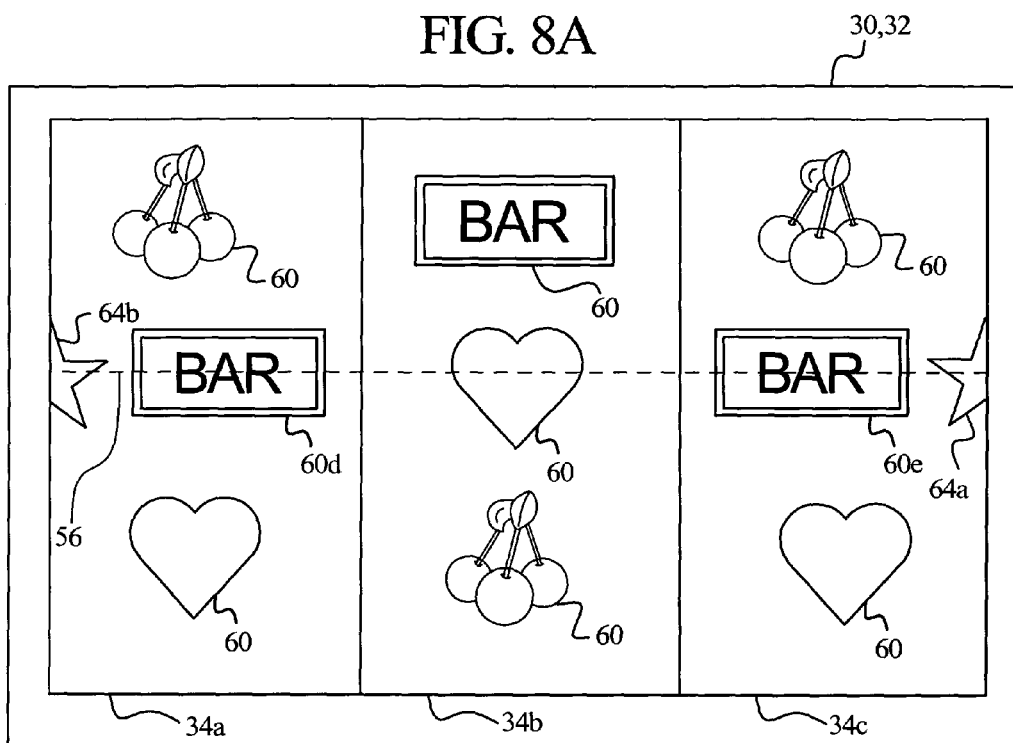


FIG. 8B

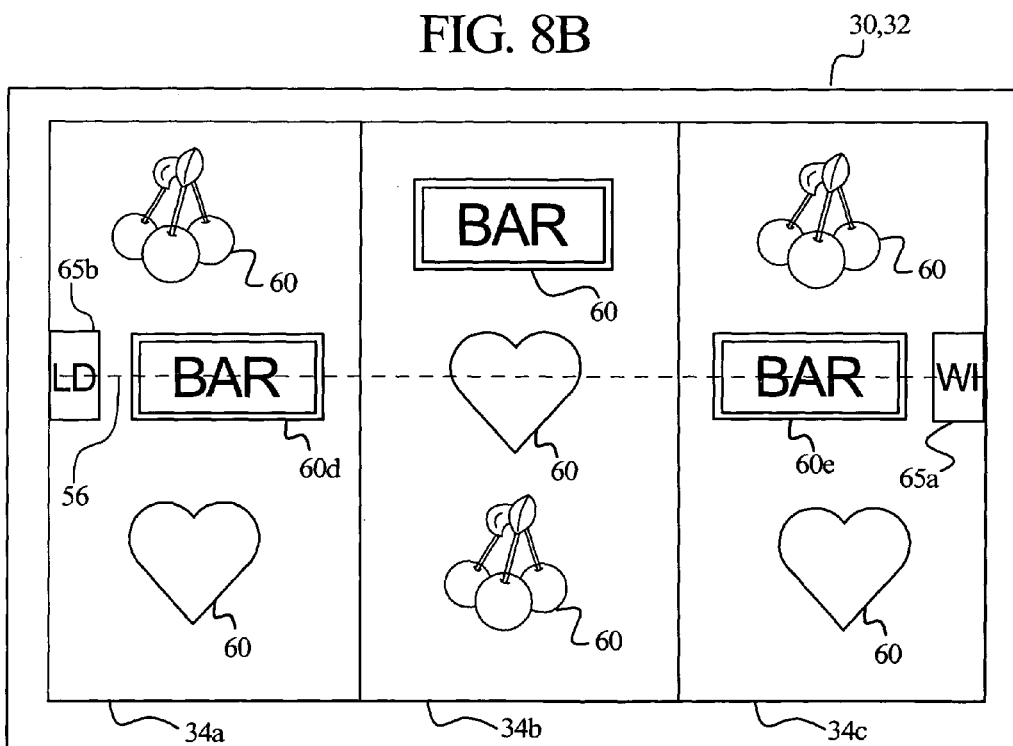


FIG. 9

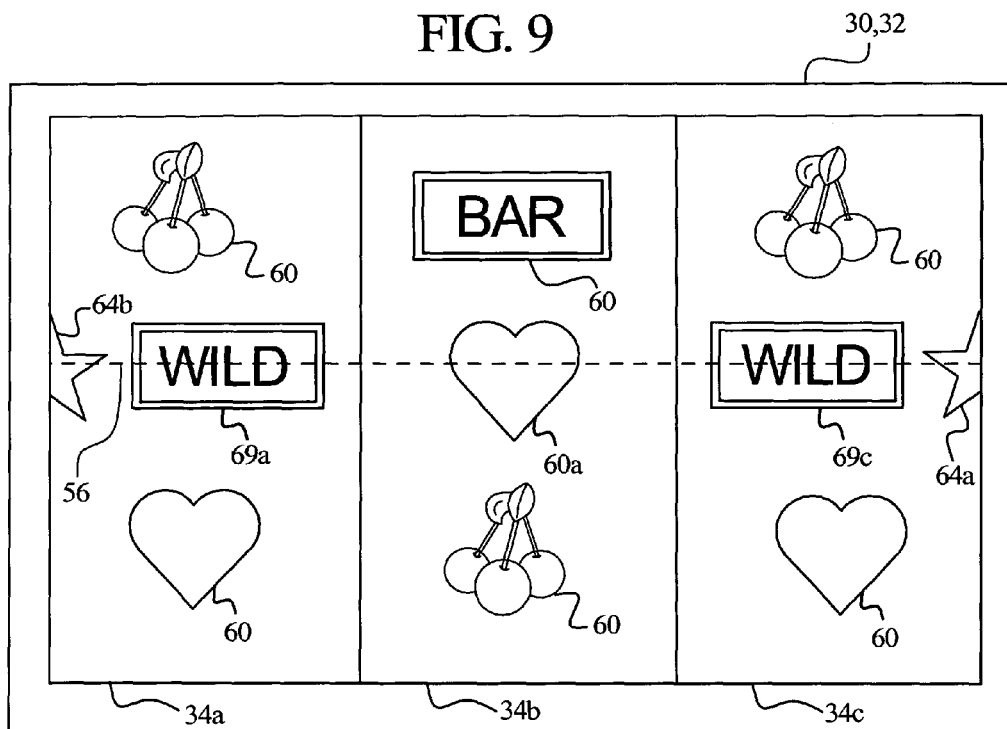


FIG. 10

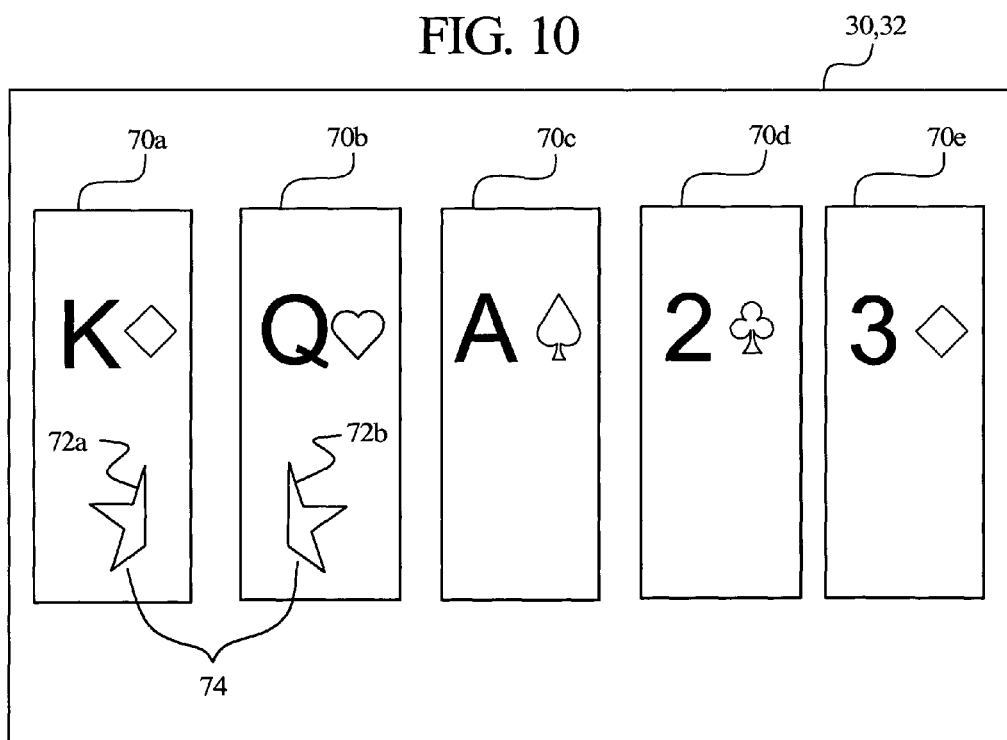


FIG. 11

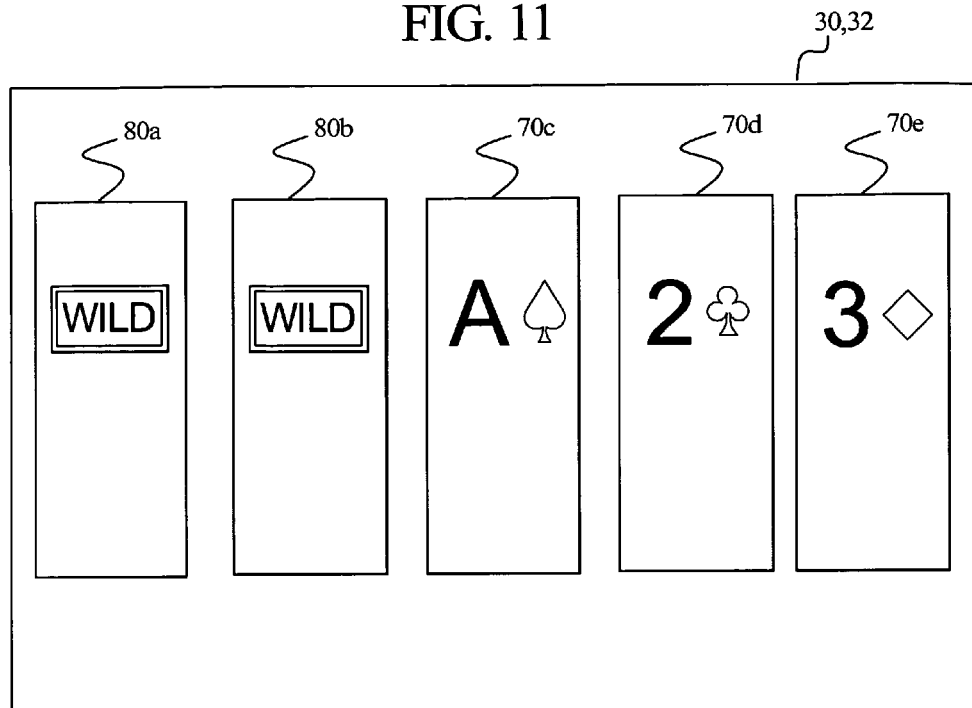


FIG. 12

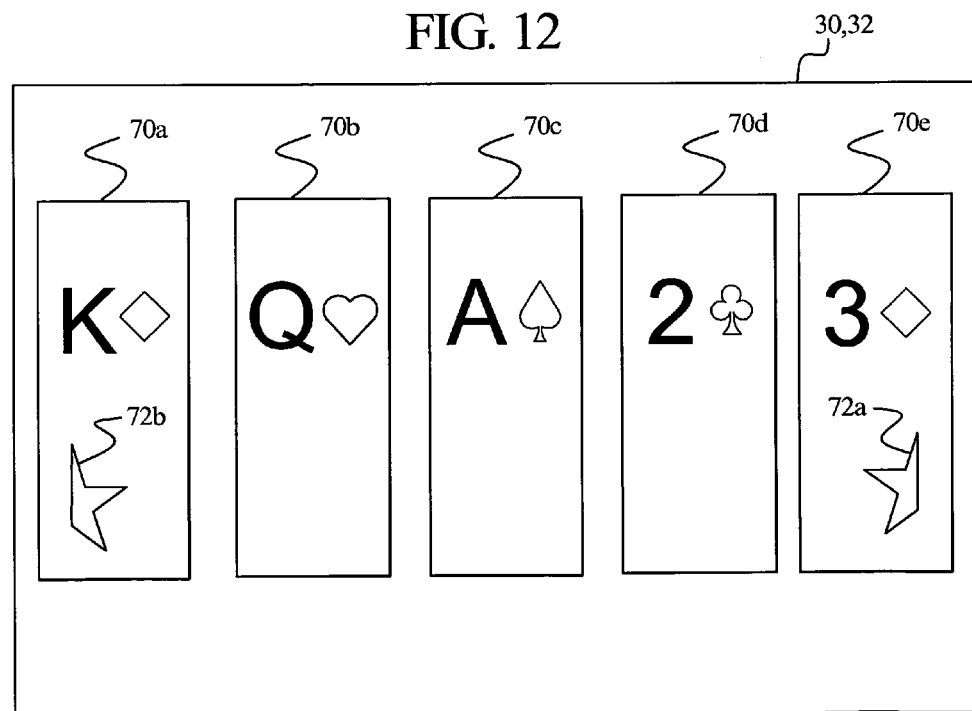


FIG. 13

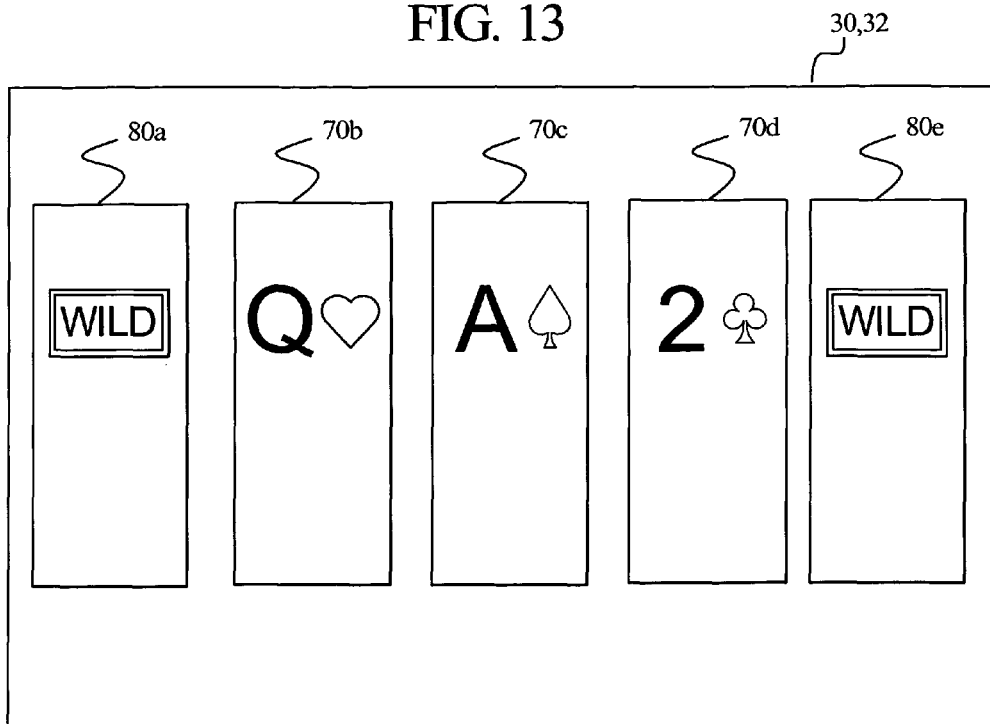


FIG. 14

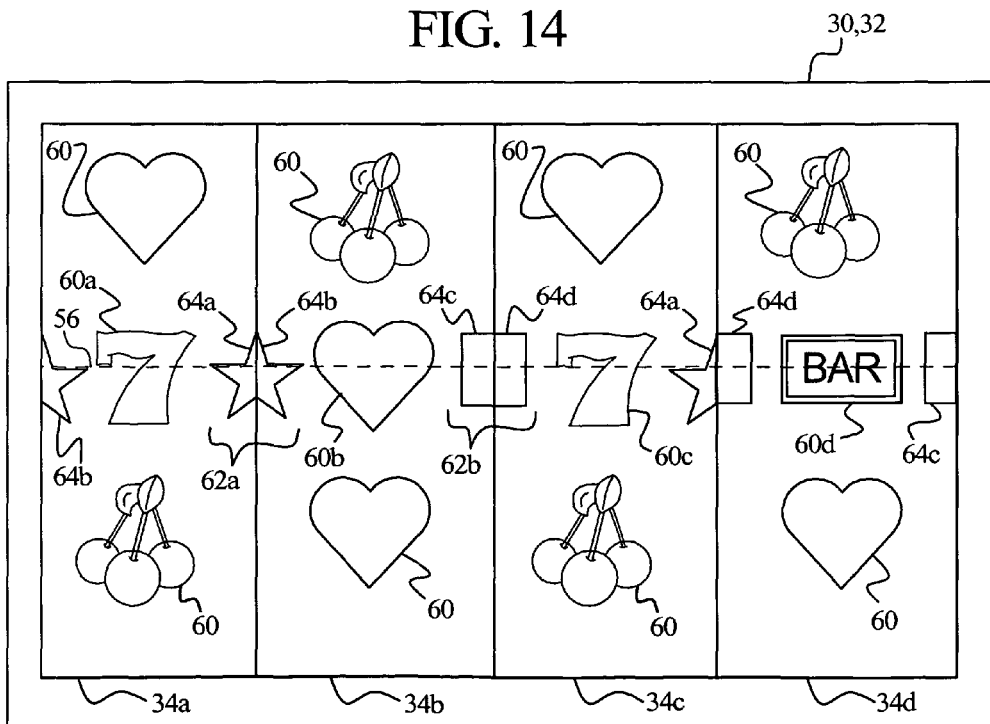


FIG. 15

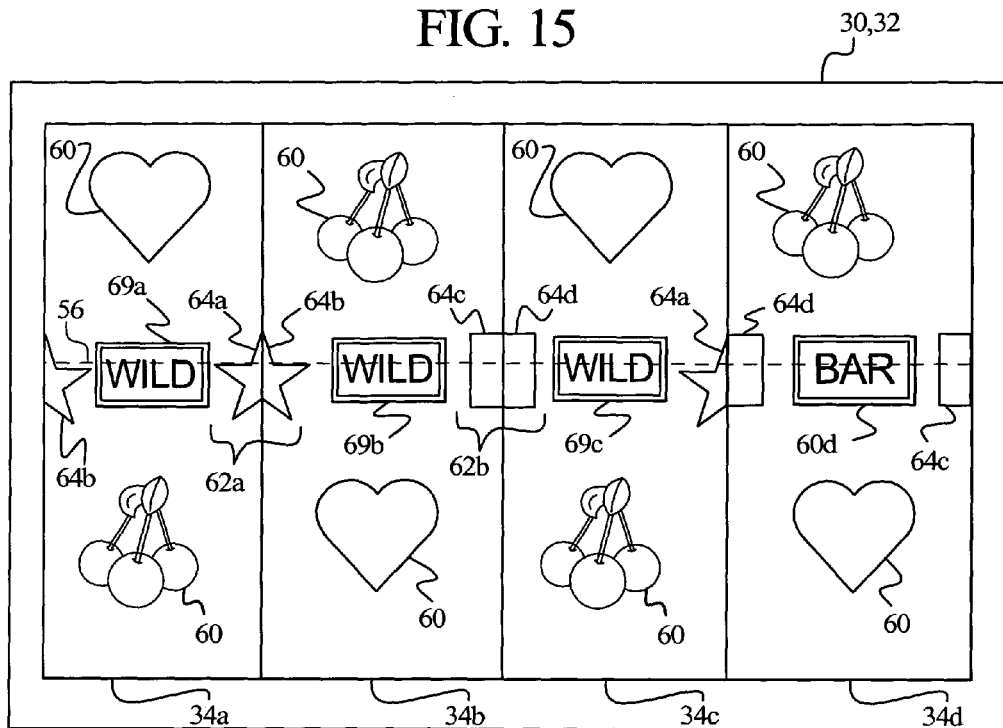


FIG. 16A

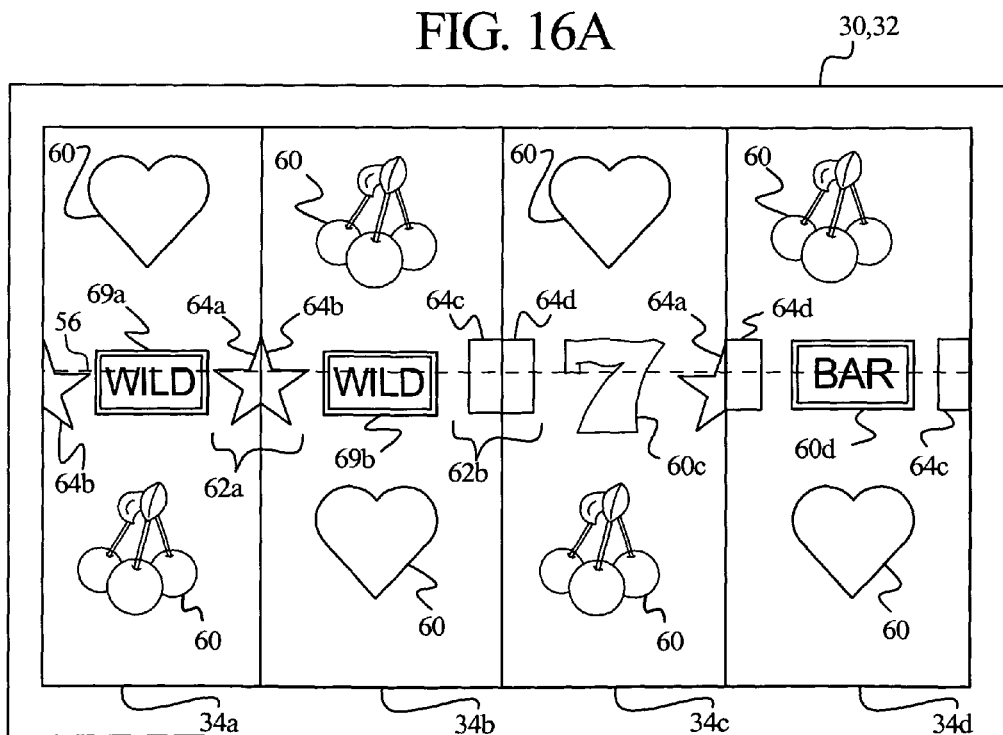


FIG. 16B

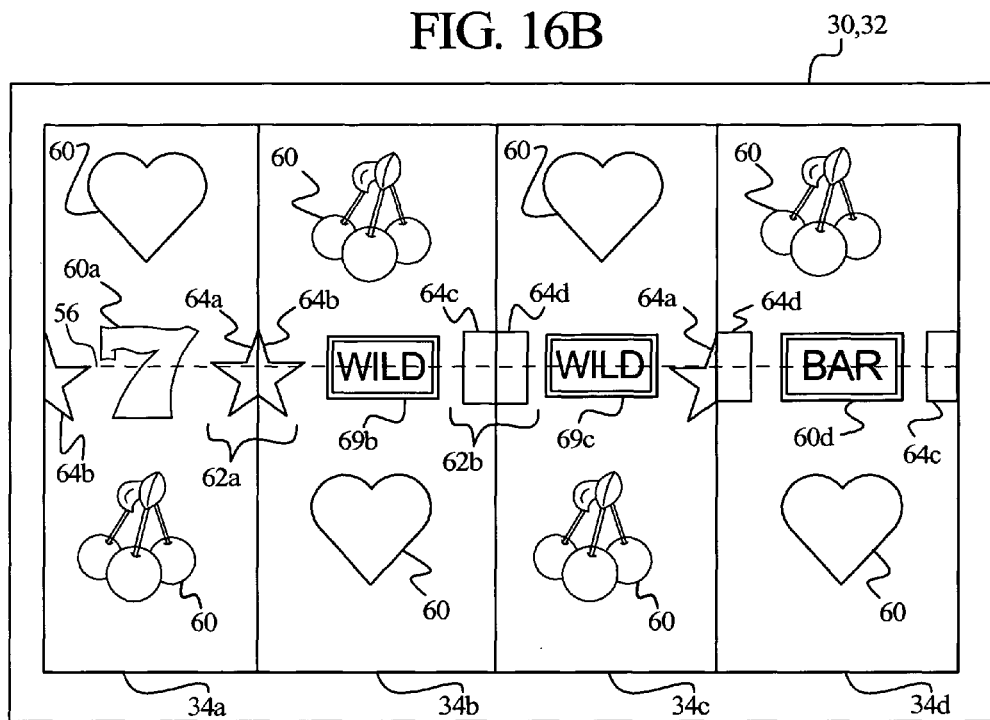


FIG. 17

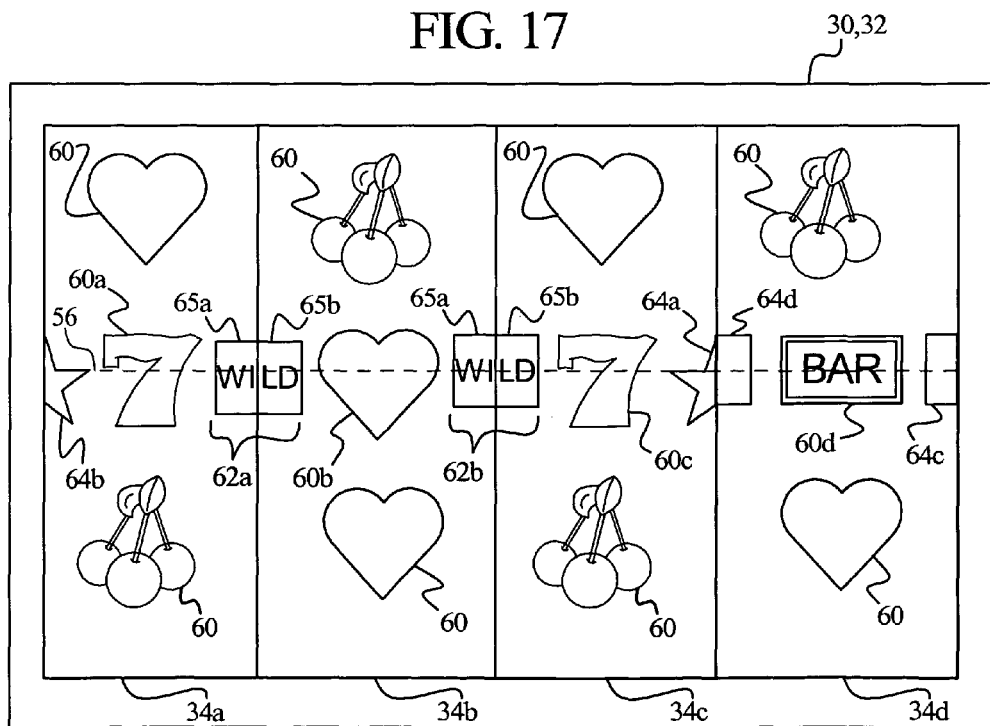


FIG. 18A

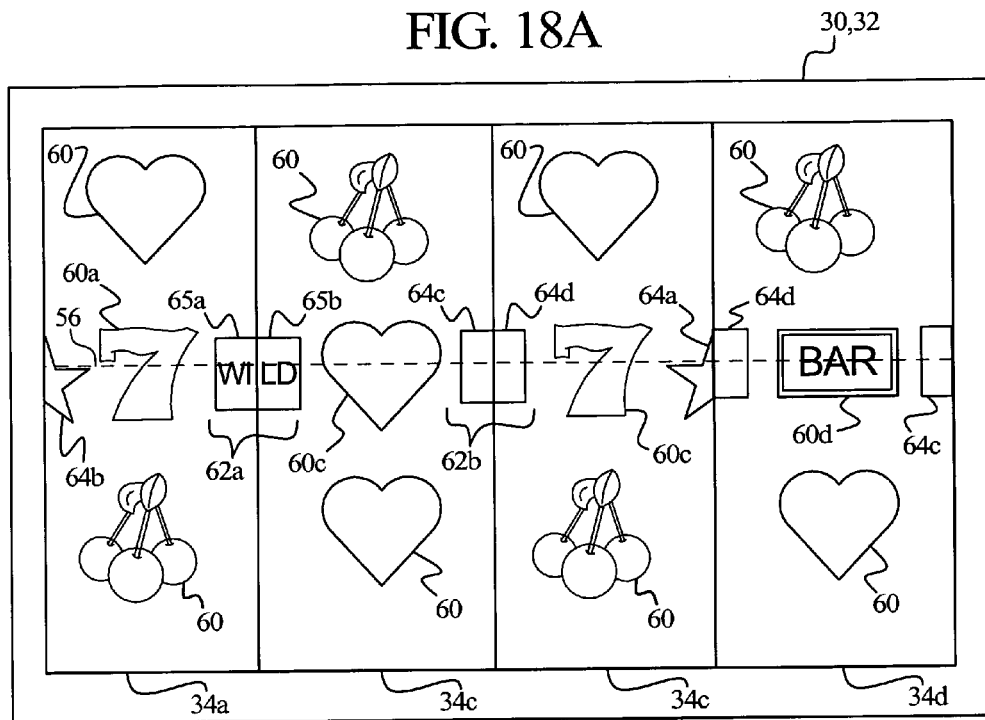


FIG. 18B

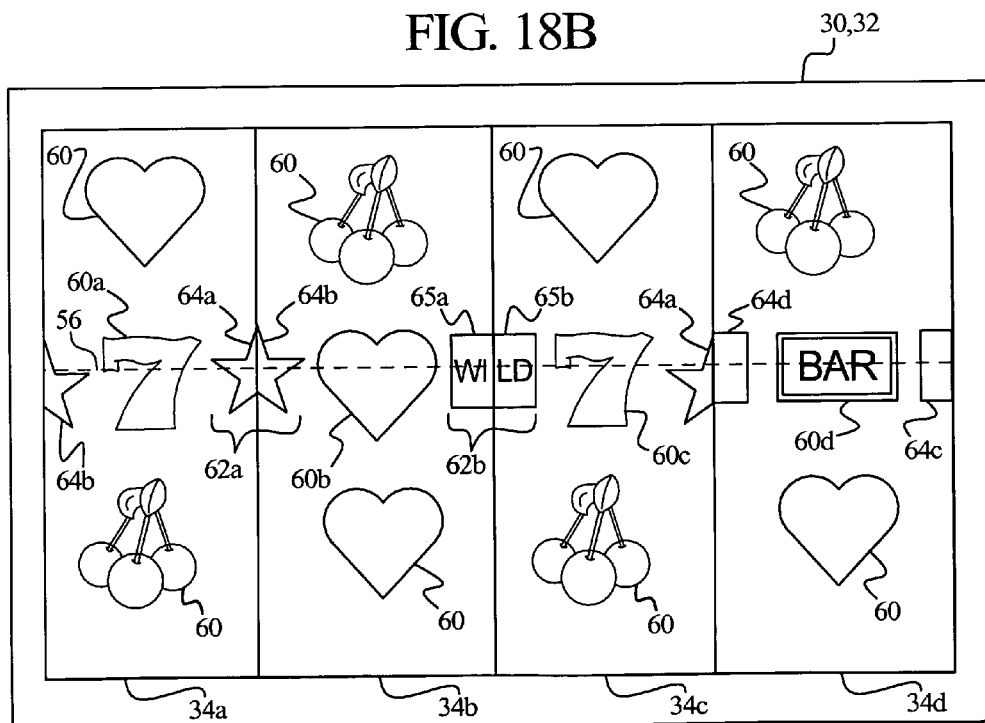




FIG. 19A

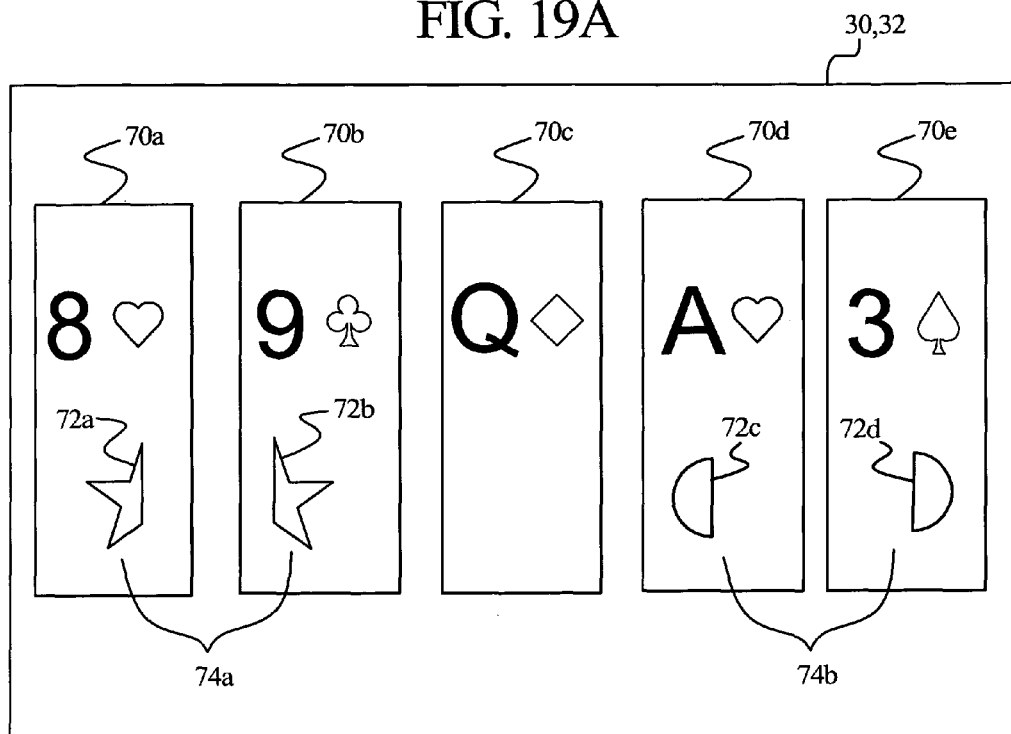


FIG. 19B

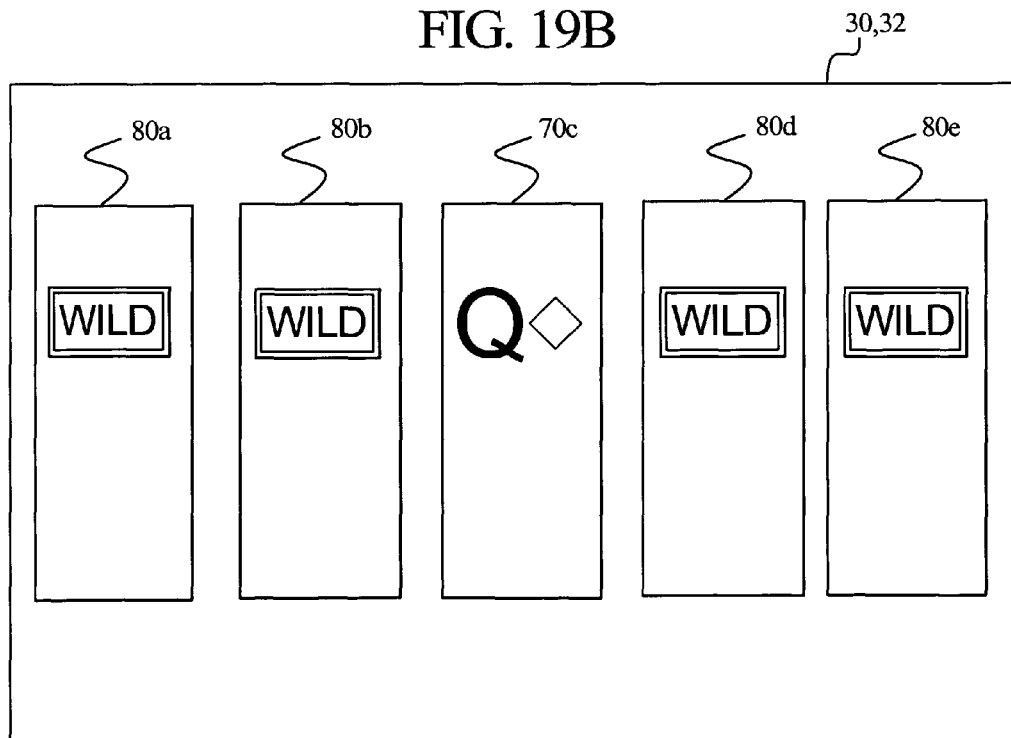


FIG. 20A

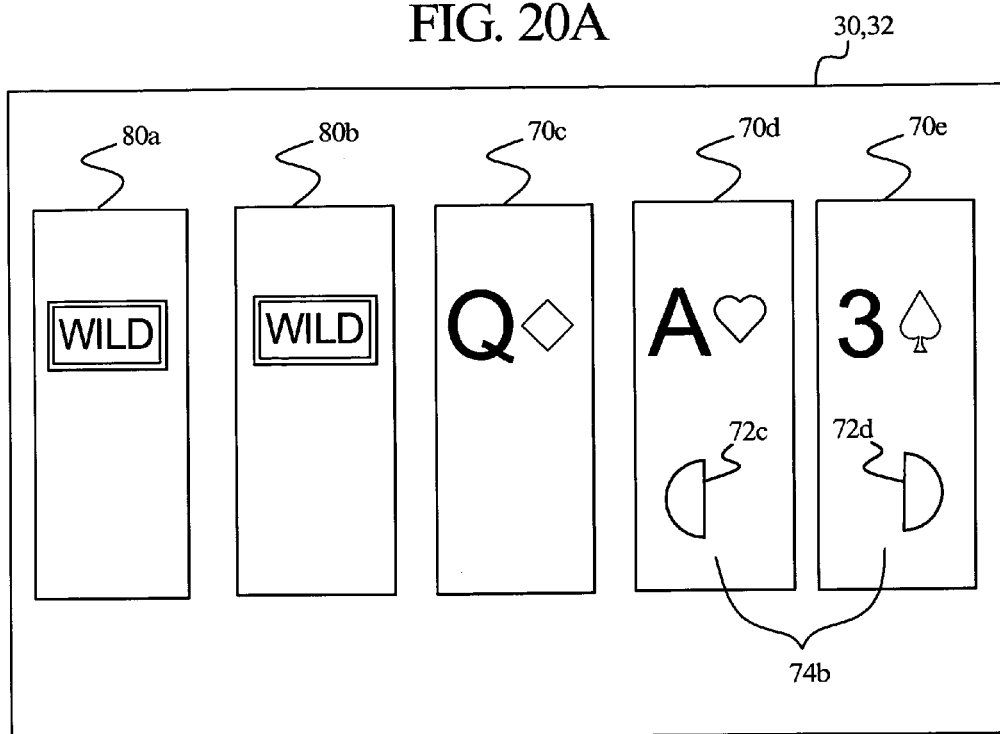


FIG. 20B

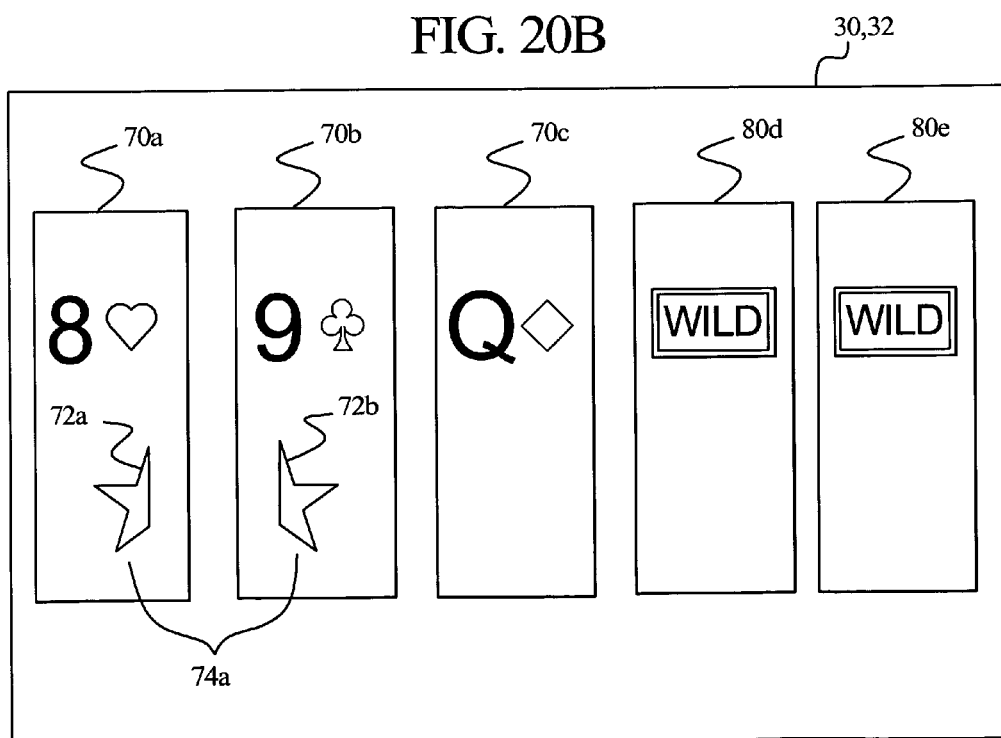


FIG. 21A

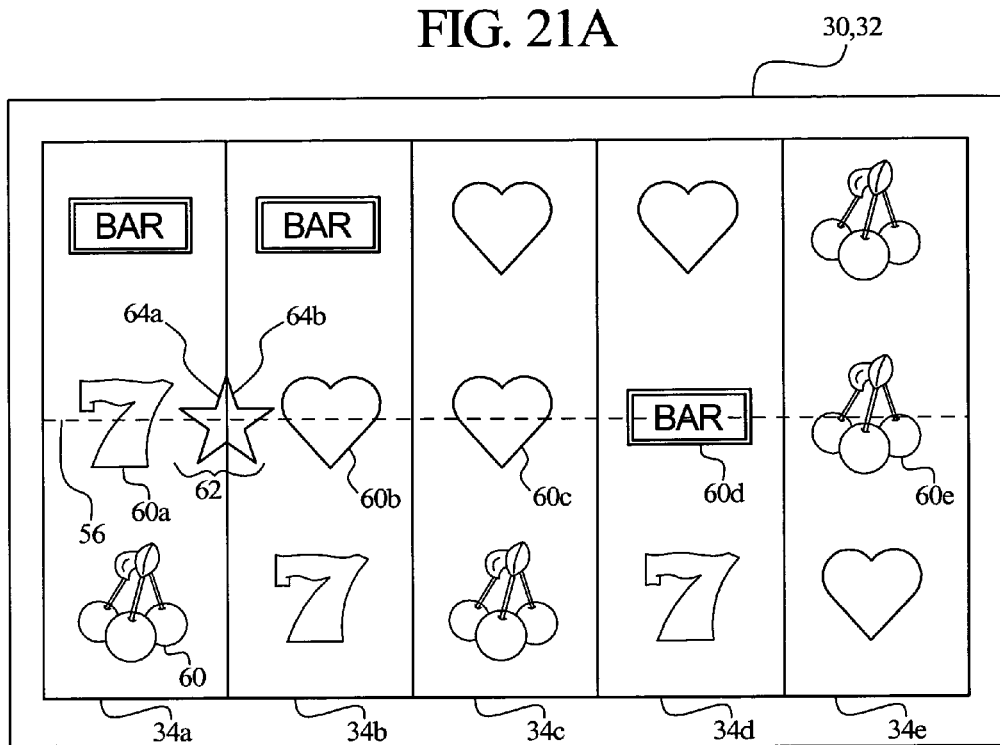


FIG. 21B

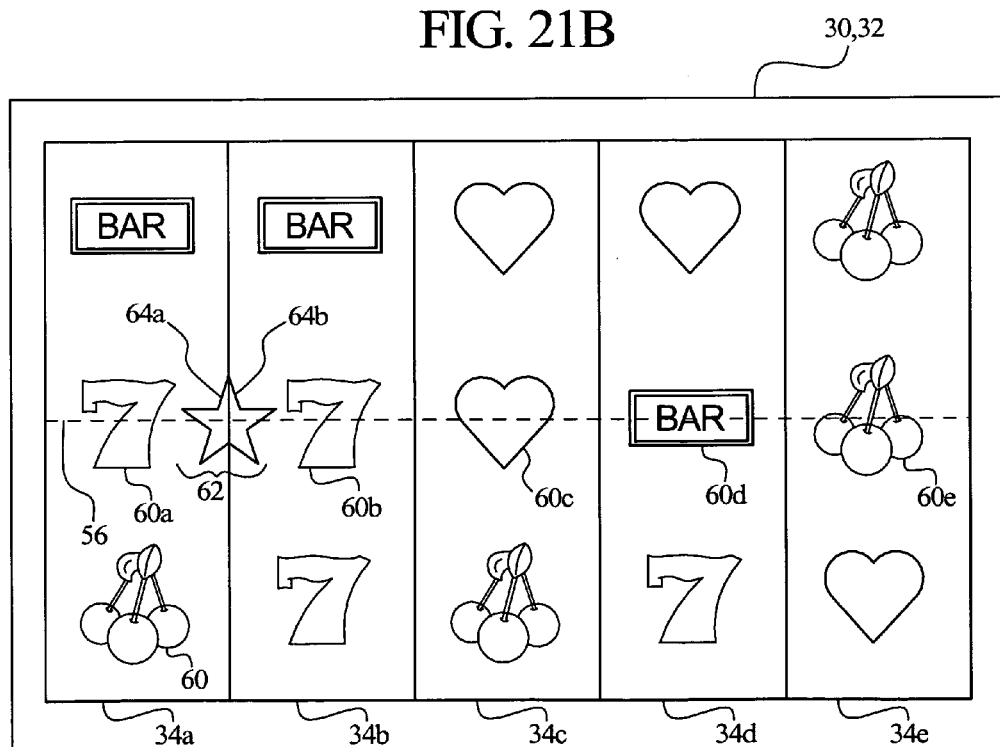


FIG. 22A

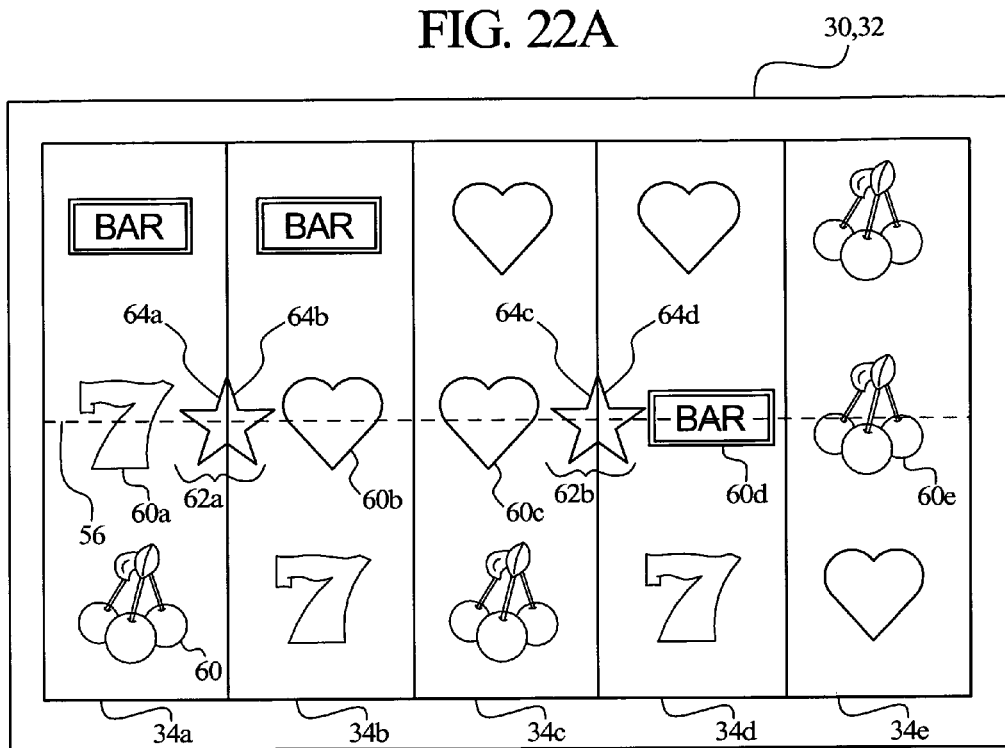


FIG. 22B

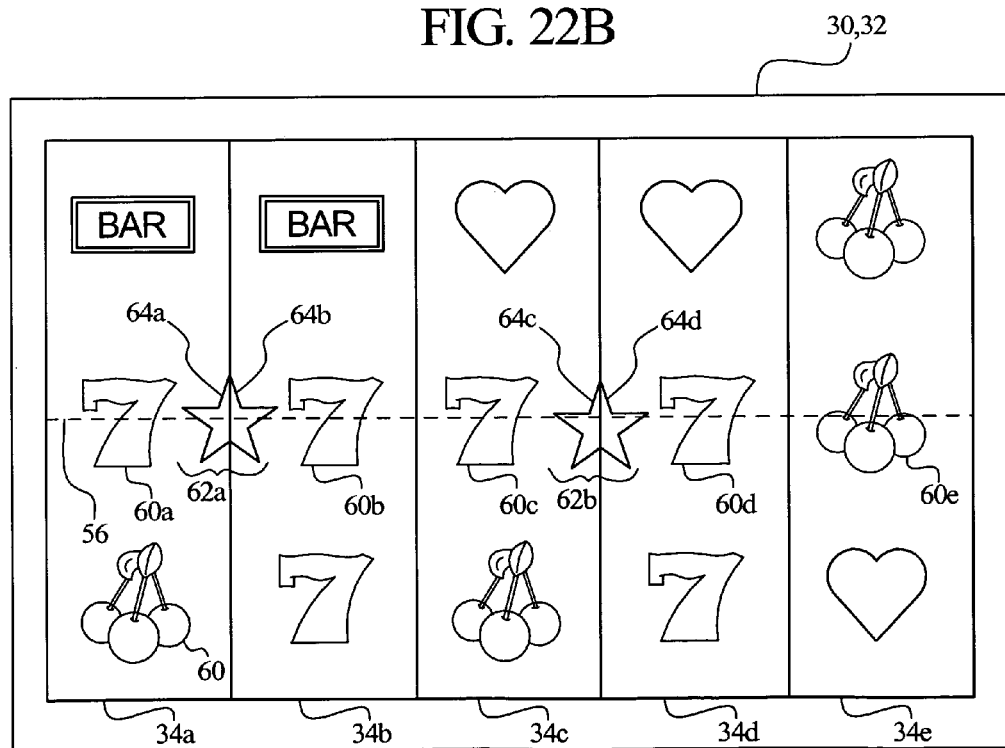


FIG. 23A

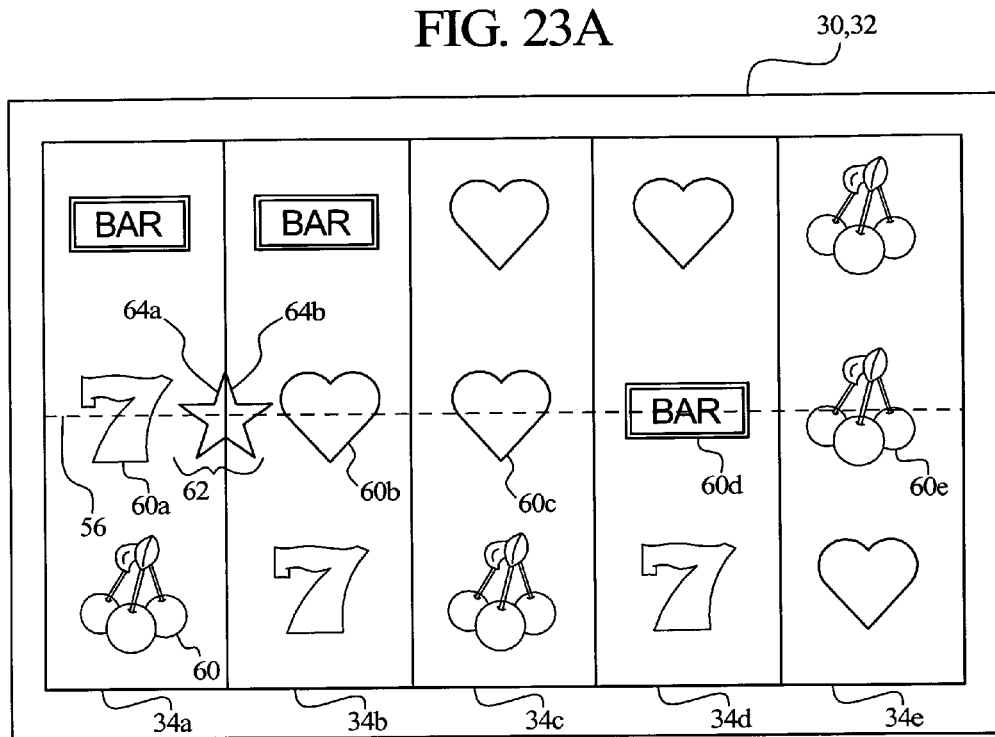


FIG. 23B

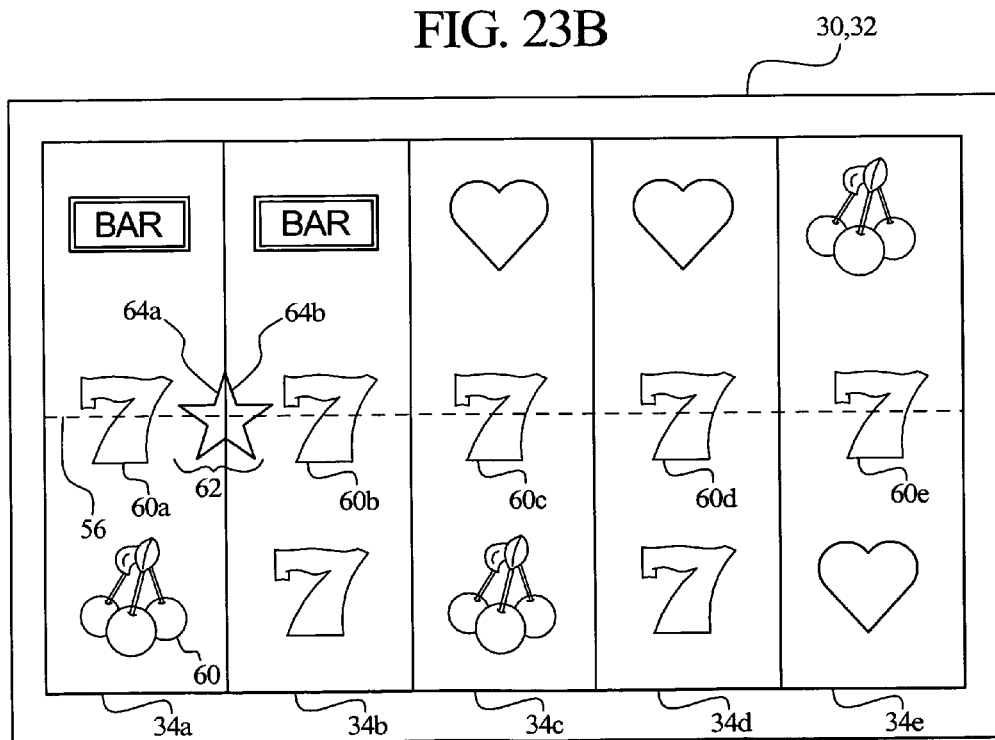


FIG. 24A

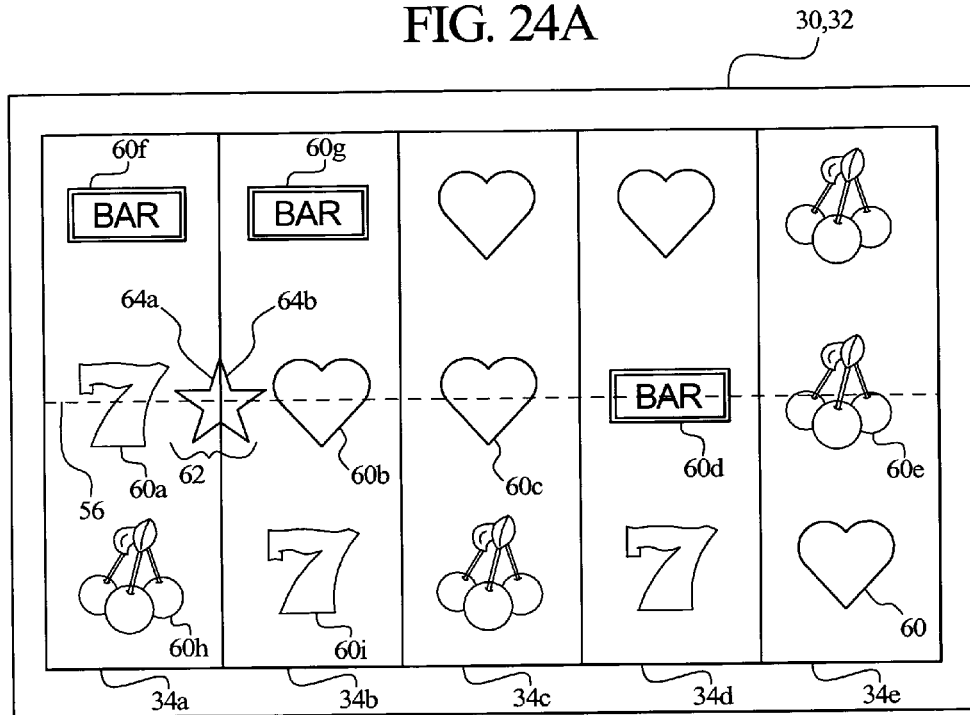


FIG. 24B

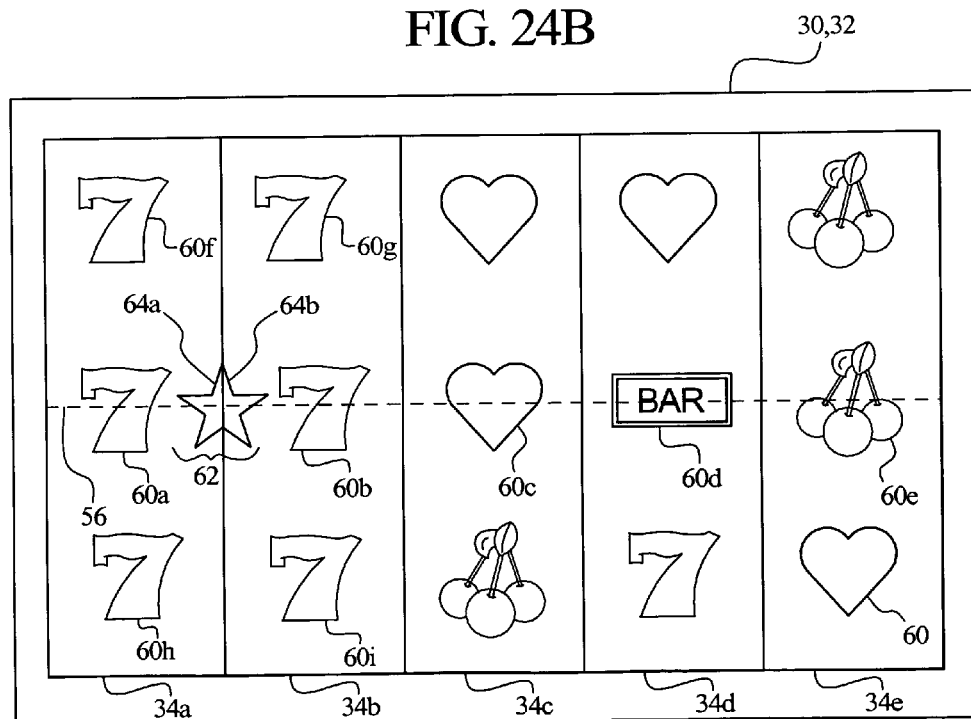


FIG. 25A

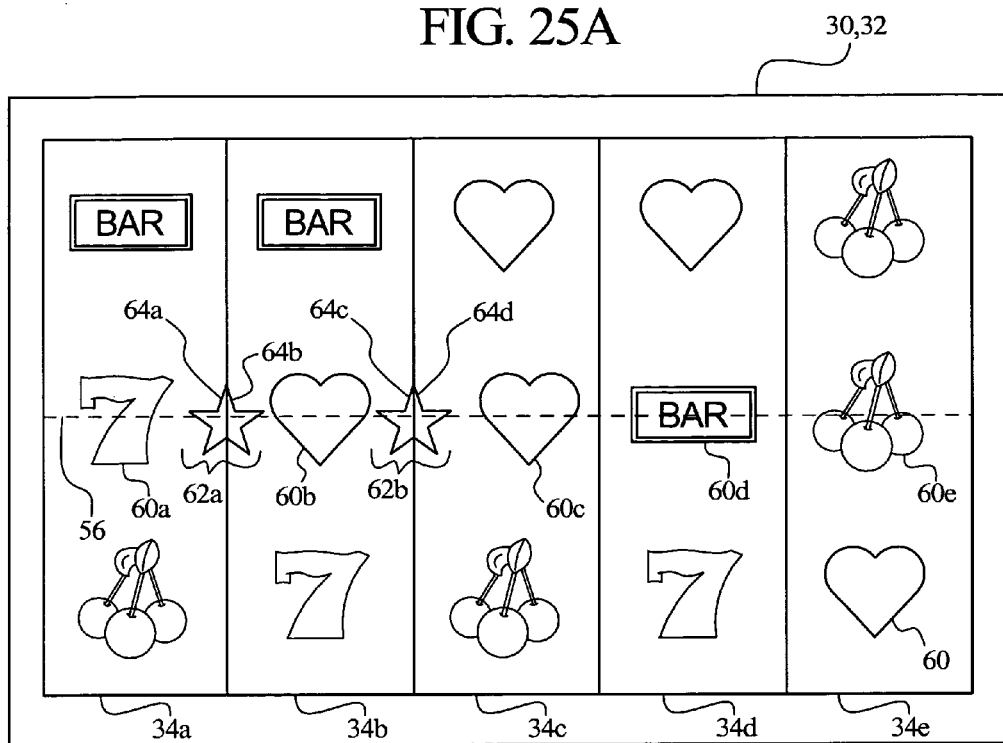


FIG. 25B

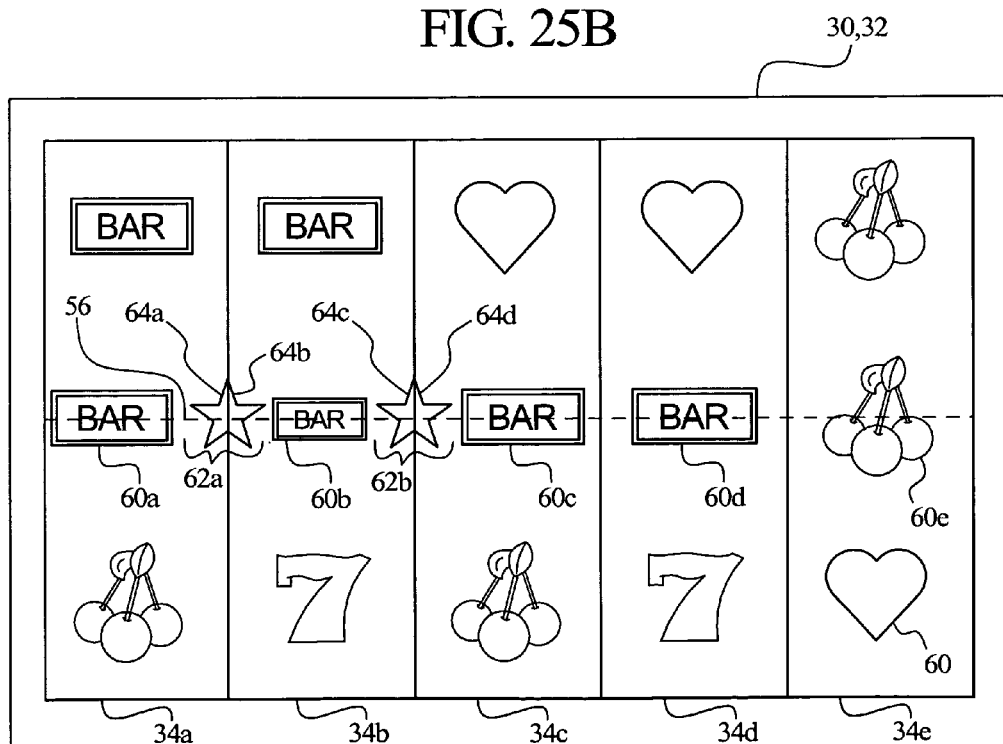


FIG. 26A

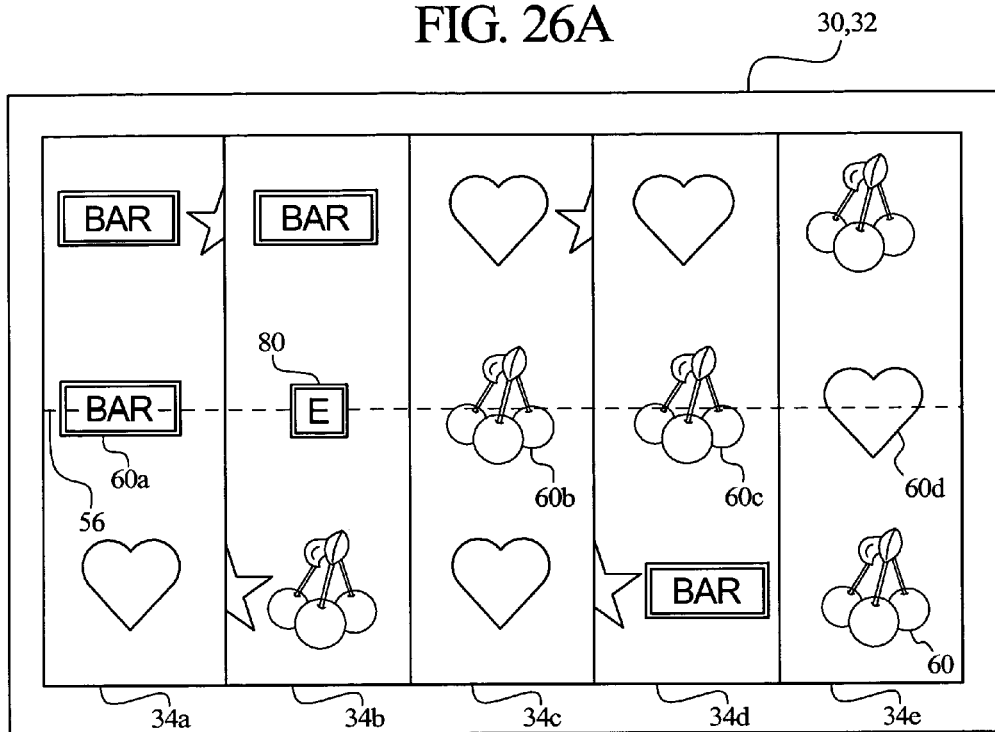


FIG. 26B

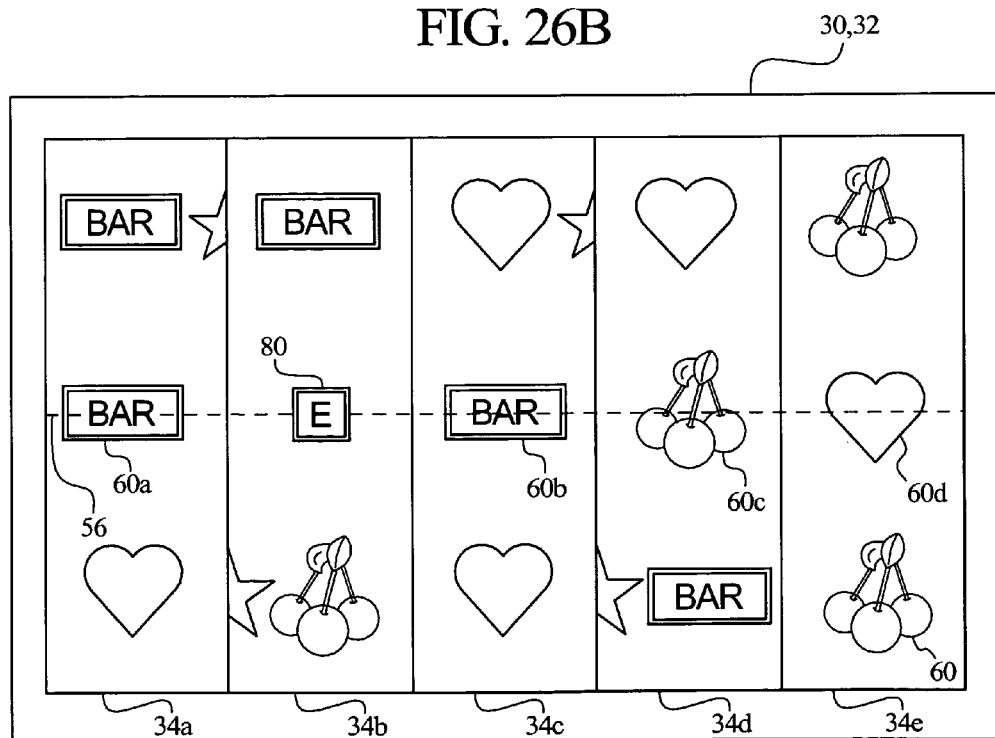




FIG. 26C

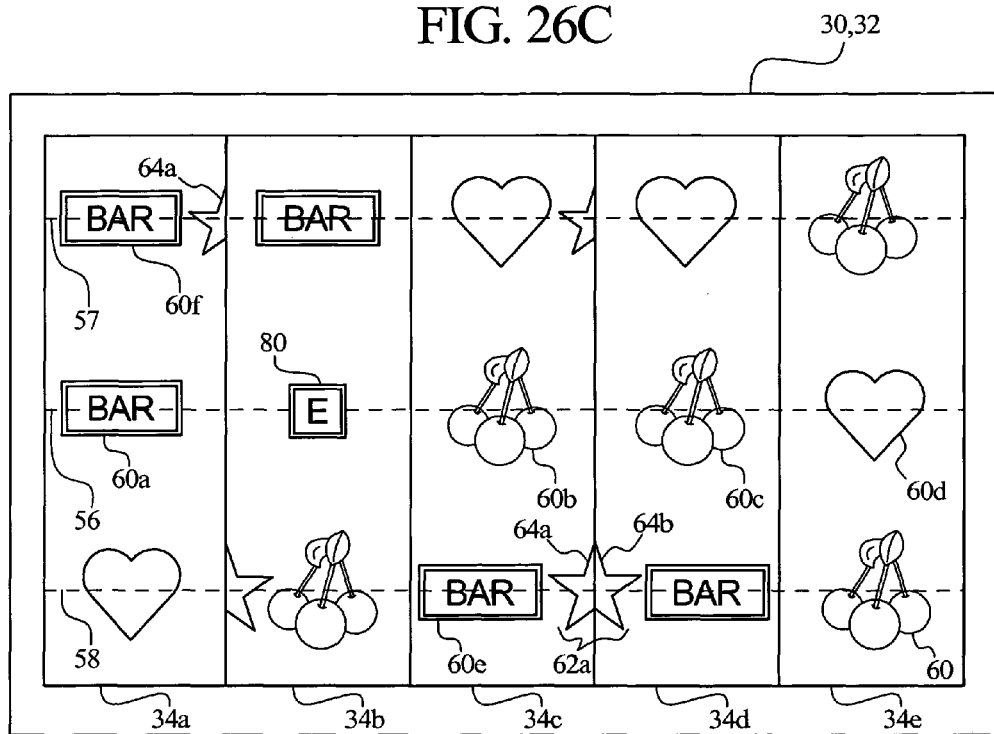


FIG. 26D

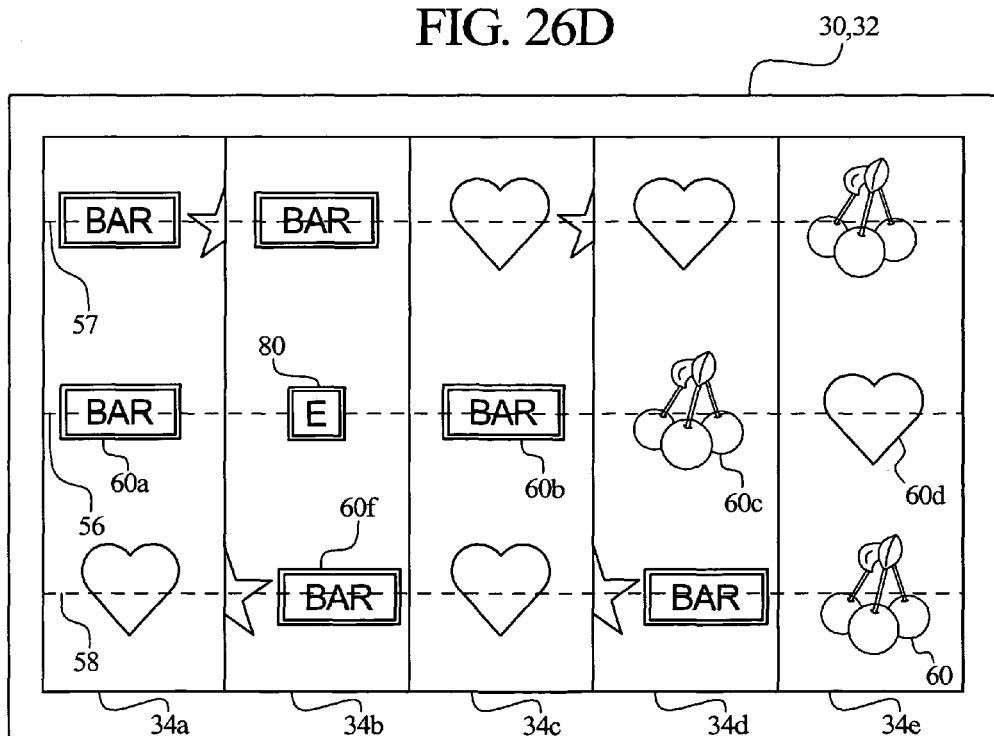


FIG. 27A

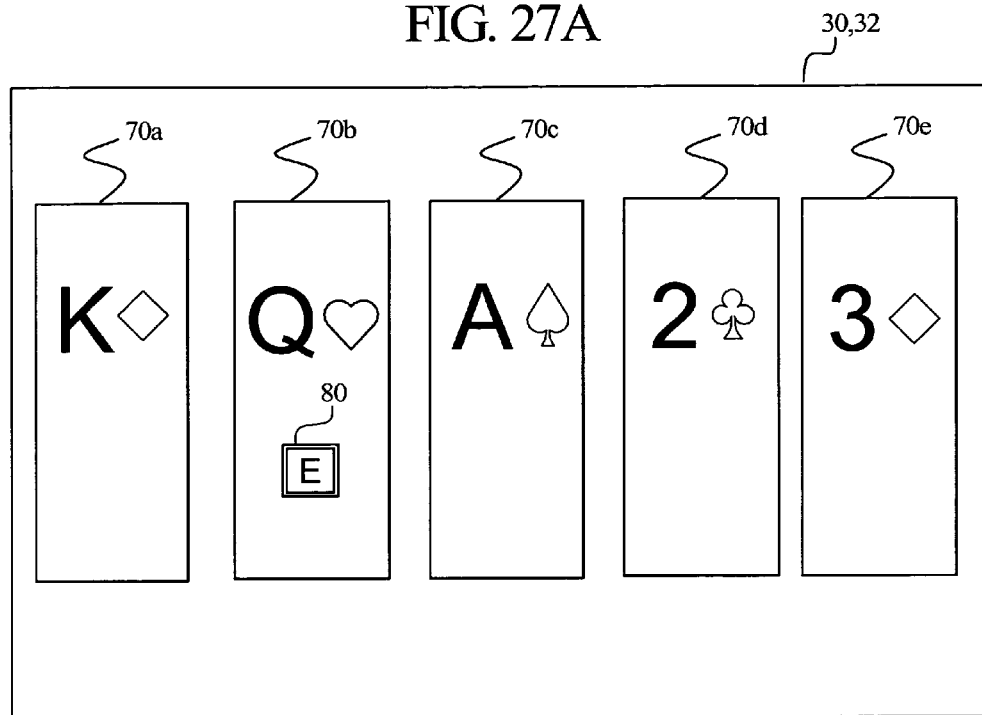
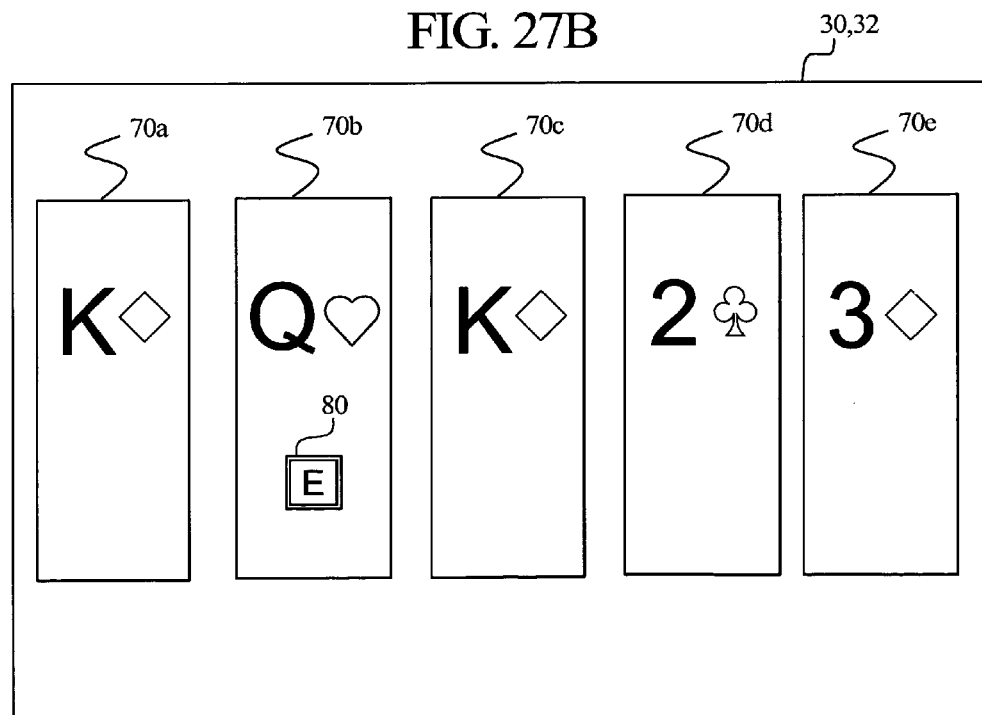


FIG. 27B



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# GAMING DEVICE HAVING RESULTANT WILD SYMBOLS

## PRIORITY CLAIMS

This application is a continuation of and claims the benefit of U.S. patent application Ser. No. 10/191,154, now U.S. Pat. No. 6,905,406, filed Jul. 9, 2002, which claims priority to and the benefit of U.S. Provisional Patent Application Ser. No. 60/376,920, filed Apr. 30, 2002, the entire contents of which are incorporated herein.

## CROSS REFERENCE TO RELATED APPLICATIONS

This application relates to the following commonly owned patent applications: "GAMING DEVICE HAVING DUAL EVALUATION SCHEME," Ser. No. 09/687,689, now U.S. Pat. No. 7,070,502; "GAMING DEVICE HAVING A VARIED WILD SYMBOL IN A BONUS GAME," Ser. No. 10/243,512, now abandoned; "GAMING DEVICE HAVING SYMBOLS WITH TRANSFORMATION PROBABILITIES," Ser. No. 10/255,880, now U.S. Pat. No. 6,921,335; "GAMING DEVICE HAVING EXTENDER SYMBOLS," Ser. No. 10/191,197, now U.S. Pat. No. 7,169,042; "GAMING DEVICE HAVING TRANSFORMABLE WILD SYMBOLS OR CARDS WITH WILD SIGNAL INDICATORS," Ser. No. 10/920,798; "GAMING DEVICE HAVING WILD INDICATORS," Ser. No. 11/015,842, now U.S. Pat. No. 7,137,888; "GAMING DEVICE HAVING WILD INDICATORS," Ser. No. 10/982,096; "GAMING DEVICE WITH WILD ACTIVATION SYMBOLS AND WILD TERMINATION SYMBOLS," Ser. No. 10/966,223; "GAMING DEVICE HAVING GAME WITH SYMBOLS AND ADJACENTLY DISPLAYED COMPLIMENTARY SUB-SYMBOLS," Ser. No. 11/558,304; "GAMING DEVICE HAVING A GAME WITH PRIMARY SYMBOLS, SECONDARY SYMBOLS ASSOCIATED WITH THE PRIMARY SYMBOLS AND INDEPENDENTLY GENERATED SECONDARY SYMBOLS," Ser. No. 10/957,013; and "GAMING DEVICE AND METHOD HAVING MULTIPLE PROGRESSIVE AWARD LEVELS AND A SECONDARY GAME FOR ADVANCING THROUGH THE PROGRESSIVE AWARD LEVELS," Ser. No. 11/462,285.

## BACKGROUND

Gaming devices are well known. Many known gaming devices provide wild symbols or wild cards. Wild symbols provide a player with an additional opportunity to obtain winning combinations. Wild symbols, wild cards and wild indicators in gaming devices also provide additional excitement and entertainment for players.

In a slot machine having reels, a wild symbol can enable the matching of symbols along a payline to achieve a combination. For example, in a three reel slot machine, the symbols along a payline on the first, second and third reels may be, respectively, a heart, a heart and a wild symbol. If, in the gaming scheme, the gaming device awards a player for a three heart combination, the wild symbol substitutes for a heart and provides the player with that combination.

In another example, the gaming scheme is a video poker game. The gaming device displays five cards. The cards are a ten, Jack, Queen, King and wild card. The wild card substitutes as an Ace and provides the player with a winning combination.

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Wild cards have been employed in gaming devices in other manners. For example, U.S. Pat. No. 5,431,408 discloses a gaming device having a video poker gaming scheme. A player is dealt a hand consisting of five cards. The player is also given a wild card. The wild card is separate from the dealt hand. The player can reserve the wild card for use with a subsequent hand. Thus, the player can use the wild card in a hand in which it is most advantageous to do so.

In another example, U.S. Pat. No. 6,089,977 discloses a gaming device having a set of virtual reels. The reels display a set of symbols. Certain symbol combinations serve as triggering events. When one of these combinations occur on the reels, a wild card symbol appears on the reels in the form of a graphical image and appears at different locations on the reels. When the wild card symbol appears at each location, the symbol at that location transforms into the wild card symbol. After each activation of the wild symbol, the gaming device determines and pays the player for any winning combination which is the result of the transformation. When the wild symbol appears at the next symbol, the symbol previously transformed is in its original state.

To increase player enjoyment and excitement, it is desirable to provide gaming devices having new and different wild symbols, wild indicators and wild card schemes.

## SUMMARY

In one embodiment, a gaming device includes resultant wild symbols on a set of reels, on a set of cards or on another set of symbols. The resultant wild symbols are formed from at least two complimentary wild symbols on adjacent or related reels, cards or symbols. The resultant wild symbols act as wild symbols or transform other symbols or cards into wild symbols or wild cards.

In one embodiment, the gaming device includes a set of reels having a plurality of symbols displayed within a display device. The plurality of symbols includes at least one resultant wild symbol. The resultant wild symbol includes first and second complimentary wild symbols on adjacent reels. The complimentary wild symbols are positioned on different reels adjacent to one or more symbols on the reels. The complimentary wild symbols are displayed on either side of such symbols. Each complimentary wild symbol is in this embodiment represented by a portion of an image. In one example of this embodiment, the complimentary wild symbols are in the form of left and right halves of a star. In another example of this embodiment, the complimentary wild symbols are in the form of left and right halves of a square. It should be appreciated that any indicia or image could be used to represent the complimentary wild symbols.

In this embodiment, when the complimentary wild symbols are in alignment along a payline of the display device, they combine to create the resultant wild symbol. For example, when a first reel displays a complimentary wild symbol in the form of a left half of a star on the payline, and the adjacent or second reel displays a complimentary wild symbol in the form of a right half of a star on the payline, the processor of the gaming device combines the complimentary wild symbols to create the resultant wild symbol. In this case, the resultant wild symbol is in the form of a complete star. The resultant wild symbol functions as a wild symbol which substitutes for any symbol or a limited group of symbols used in the game to maximize the award.

In one embodiment, when the resultant wild symbol is created within the display device, the processor transforms one or more of the symbols on the reels adjacent to the complimentary wild symbols into a wild symbol. These wild

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symbols can then substitute for any other symbols or a limited group of symbols used by the gaming device.

In one embodiment, the display device displays a set of cards in a video poker game. At least two cards include a resultant wild symbol. The resultant wild symbol includes a first and second complimentary wild symbol displayed on a first and second card, respectively, which are adjacent or related to each other. In one example, a first card displays a first complimentary wild symbol which is represented by a left half of a square. An adjacent or second card displays a second complimentary wild symbol which is represented by a right half of a square. Because the left half and the right half of the square are complimentary, the processor combines the complimentary wild symbols to create a resultant wild symbol. The resultant wild symbol is played with the rest of the cards, or one or both cards displaying the resultant wild symbol are transformed into wild cards.

In one embodiment, there is a plurality of resultant wild symbols on a set of reels within a display device. In this embodiment, the processor can substitute each resultant wild symbol for symbols or a limited group of symbols used by the gaming device. This can be performed simultaneously, successively or in any combination thereof. In an alternative embodiment, there is a plurality of resultant wild symbols displayed within the display device and the processor transforms symbols adjacent to the resultant wild symbols into wild symbols. The processor transforms the adjacent symbols into wild symbols simultaneously, successively, or in any combination thereof.

In one embodiment, there is a plurality of resultant wild symbols on a set of cards displayed on the display device. The processor transforms those cards displaying the resultant wild symbols into wild cards either simultaneously, successively, or in any combination thereof.

In an alternative embodiment, at least one extender symbol is included on one or more of the reels displayed to a player. The extender symbol extends one or more symbols horizontally, vertically, diagonally or in any other manner across the reels when the extender symbol occurs on one or more reels. The extender symbol may extend a symbol or symbols across a predetermined number of cells or a random number of cells. In one embodiment, the extender symbol acts as a wild symbol. In another embodiment, the extender symbol is included on one or more cards in a set of cards. In this embodiment, the extender symbol extends one or more of the card symbols across at least one card in the set.

It is therefore an advantage to provide a gaming device having resultant wild symbols that provide a player with an additional opportunity to obtain a winning combination in a game.

It is another advantage to provide a gaming device having at least one extender symbol that extends symbols and provides a player with an additional opportunity to obtain a winning combination in a game.

Other objects, features and advantages of the present disclosure will be apparent from the following detailed disclosure, taken in conjunction with the accompanying sheets of drawings, wherein like numerals refer to like parts, elements, components, steps and processes.

#### BRIEF DESCRIPTION OF THE FIGURES

FIGS. 1A and 1B are perspective views of alternative embodiments of the gaming device disclosed herein.

FIG. 2 is a schematic block diagram of the electronic configuration of one embodiment of the gaming device disclosed herein.

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FIG. 3 is a front plan view of a display device displaying a set of reels including a resultant wild symbol.

FIG. 4 is a front plan view of a display device displaying a set of reels in which the resultant wild symbol is transformed into a wild symbol.

FIGS. 5A and 5B are front plan views of a display device displaying a set of reels in which a resultant wild symbol is transformed into a wild symbol.

FIG. 6 is a front plan view of a display device displaying a set of reels including a resultant wild symbol.

FIG. 7 is a front plan view of a display device displaying a set of reels in which the resultant wild symbol transforms symbols on the reels into wild symbols.

FIGS. 8A and 8B are front plan views of a display device displaying a set of reels in which a resultant wild symbol transforms into a wild symbol.

FIG. 9 is a front plan view of a display device displaying a set of reels in which symbols on the reels become wild symbols.

FIG. 10 is a front plan view of a display device displaying a set of cards including a resultant wild symbol.

FIG. 11 is a front plan view of a display device displaying a set of cards in which certain cards become wild cards.

FIG. 12 is a front plan view of a display device displaying a set of cards including a resultant wild symbol.

FIG. 13 is a front plan view of a display device displaying a set of cards in which certain cards become wild cards.

FIG. 14 is a front plan view of a display device displaying a set of reels including a plurality of resultant symbols.

FIG. 15 is a front plan view of a display device displaying a set of reels in which certain symbols become wild.

FIGS. 16A and 16B are front plan views of a display device displaying a set of reels in which certain symbols on the reels become wild.

FIG. 17 is a front plan view of a display device displaying a set of reels including a plurality of resultant wild symbols which become wild.

FIGS. 18A and 18B are front plan views of a display device displaying a set of reels including a plurality of resultant symbols which become wild successively.

FIGS. 19A and 19B are front plan views of a display device displaying a set of cards including a plurality of resultant symbols.

FIGS. 20A and 20B are front plan views of a display device displaying a set of cards including a plurality of resultant symbols which become wild successively.

FIGS. 21A and 21B are front plan views of a display device displaying a set of reels in which a resultant wild symbol transforms the symbol on the right of the resultant wild symbol into the symbol on the left of the resultant wild symbol.

FIGS. 22A and 22B are front plan views of a display device displaying a set of reels in which resultant wild symbols transform the symbols that are adjacent to the resultant wild symbols.

FIGS. 23A and 23B are front plan views of a display device displaying a set of reels in which a resultant wild symbol transforms all of the symbols on the same payline as the resultant wild symbol.

FIGS. 24A and 24B are front plan views of a display device displaying a set of reels in which a resultant wild symbol transforms all of the symbols on the reels that are adjacent to the resultant wild symbol.

FIGS. 25A and 25B are front plan views of a display device displaying a set of reels in which resultant wild symbols transform and upgrade the symbols that are adjacent to the resultant wild symbols.

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FIGS. 26A and 26B are front plan views of a display device displaying a set of reels in which an extender symbol horizontally extends a symbol across the reels.

FIG. 26C is a front plan view of a display device displaying a set of reels in which an extender symbol diagonally extends two symbols across the reels.

FIG. 26D is a front plan view of a display device displaying a set of reels in which an extender symbol vertically extends a symbol on a reel.

FIGS. 27A and 27B are front plan views of a display device displaying a set of cards in which an extender symbol horizontally extends two symbols across the cards.

## DETAILED DESCRIPTION

### Gaming Device and Electronics

Referring now to the drawings, and in particular to FIGS. 1A and 1B, gaming device 10a and gaming device 10b illustrate two possible cabinet styles and display arrangements and are collectively referred to herein as gaming device 10. The present disclosure includes the game, described below, being a primary game or a bonus or secondary game that coordinates with a base game. When the game is a bonus game, gaming device 10 in one base game can be a slot machine having the controls, displays and features of a conventional slot machine, or a video card game such as poker, blackjack, etc. The player can operate the gaming device while standing or sitting. The gaming device may be a pub-style or table-top game (not shown), which a player operates while sitting.

The base games of the gaming device 10 may include slot, poker, or blackjack, among others. The gaming device 10 may also include any bonus triggering events, bonus games as well as any progressive game coordinating with these games. The symbols and indicia used for any of the base, bonus and progressive games include mechanical, electrical, electronic, or video symbols and indicia.

In a stand alone or a bonus embodiment, the gaming device 10 includes monetary input devices. FIGS. 1A and 1B illustrate a coin slot 12 for coins or tokens and/or a payment acceptor 14 for cash money. The payment acceptor 14 may also include other devices for accepting payment, such as readers or validators for credit cards, debit cards or smart cards, tickets, notes, etc. When a player inserts money in gaming device 10, a number of credits corresponding to the amount deposited is shown in a credit display 16. After depositing the appropriate amount of money, a player can begin the game by pulling arm 18 or pushing play button 20. Play button 20 can be any play activator used by the player which starts any game or sequence of events in the gaming device.

As shown in FIGS. 1A and 1B, gaming device 10 also includes a bet display 22 and a bet one button 24. The player places a bet by pushing the bet one button 24. The player can increase the bet by one credit each time the player pushes the bet one button 24. When the player pushes the bet one button 24, the number of credits shown in the credit display 16 decreases by one, and the number of credits shown in the bet display 22 increases by one. A player may "cash out" by pushing a cash out button 26 to receive coins or tokens in the coin payout tray 28 or other forms of payment, such as an amount printed on a ticket or credited to a credit card, debit card or smart card.

Gaming device 10 also includes one or more display devices. The embodiment shown in FIG. 1A includes a central display device 30, and the alternative embodiment shown in FIG. 1B includes a central display device 30 as well as an

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upper display device 32. The display devices display any visual representation or exhibition, including but not limited to movement of physical objects such as mechanical reels and wheels, dynamic lighting and video images. The display device includes any viewing surface such as glass, a video monitor or screen, a liquid crystal display or any other static or dynamic display mechanism. In a video poker, blackjack or other card gaming machine embodiment, the display device includes displaying one or more cards.

The slot machine base game of gaming device 10 displays a plurality of reels 34, such as three to five reels 34, in mechanical or video form on one or more of the display devices. Each reel 34 displays a plurality of indicia such as bells, hearts, fruits, numbers, letters, bars or other images which preferably correspond to a theme associated with the gaming device 10. If the reels 34 are in video form, the display device displaying the video reels 34 is preferably a video monitor. Each base game, especially in the slot machine base game of the gaming device 10, includes speakers 36 for making sounds or playing music.

Referring now to FIG. 2, a general electronic configuration of the gaming device 10 for the stand alone and bonus embodiments described above preferably includes: a processor 38; a memory device 40 for storing program code or other data; a central display device 30; an upper display device 32; a sound card 42; a plurality of speakers 36; and one or more input devices 44. The processor 38 is preferably a microprocessor or microcontroller-based platform which is capable of displaying images, symbols and other indicia such as images of people, characters, places, things and faces of cards. The memory device 40 includes random access memory (RAM) 46 for storing event data or other data generated or used during a particular game. The memory device 40 also includes read only memory (ROM) 48 for storing program code, which controls the gaming device 10 so that it plays a particular game in accordance with applicable game rules and pay tables.

As illustrated in FIG. 2, the player preferably uses the input devices 44 to input signals into gaming device 10. In the slot machine base game, the input devices 44 include the pull arm 18, play button 20, the bet one button 24 and the cash out button 26. In certain instances, it is preferable to use a touch screen 50 and an associated touch screen controller 52 instead of a conventional video monitor display device. The touch screen enables a player to input decisions into the gaming device 10 by sending a discrete signal based on the area of the touch screen 50 that the player touches or presses. A touch screen 50 and touch screen controller 52 are connected to a video controller 54 and processor 38. The terms "computer" or "controller" are used herein to refer collectively to the processor 38, the memory device 40, the sound card 42, the touch screen controller and the video controller 54. As further seen in FIG. 2, the processor 38 connects to the coin slot 12 or payment acceptor 14, whereby the processor 38 requires a player to deposit a certain amount of money in to start the game.

It should be appreciated that although a processor 38 and memory device 40 are preferable implementations, the present disclosure also includes being implemented via one or more application-specific integrated circuits (ASIC's), one or more hard-wired devices, or one or more mechanical devices (collectively or alternatively referred to herein as a "processor"). Furthermore, although the processor 38 and memory device 40 preferably reside in each gaming device 10 unit, the gaming device disclosed herein includes providing some or all of their functions at a central location such as a network server for communication to a playing station such as

over a local area network (LAN), wide area network (WAN), Internet connection, microwave link, and the like.

With reference to the slot machine base game of FIGS. 1A and 1B, to operate the gaming device 10, the player inserts the appropriate amount of tokens or money in the coin slot 12 or the payment acceptor 14 and then pulls the arm 18 or pushes the play button 20. The reels 34 then begin to spin. Eventually, the reels 34 come to a stop. As long as the player has credits remaining, the player can spin the reels 34 again. Depending upon where the reels 34 stop, the player may or may not win additional credits.

#### Resultant Wild Symbols

In one embodiment, the display device 30 displays three reels 34a, 34b and 34c, as illustrated in FIG. 3. The reels contain a set of symbols 60 such as hearts, cherries, numbers, or any other suitable symbols. The reels include at least one resultant wild symbol 62. The resultant wild symbol 62 includes at least two complimentary wild symbols 64a and 64b on adjacent or related reels 34a and 34b. The complimentary wild symbols are, for example, represented by portions of an image. In one embodiment, each complimentary wild symbol is in the form of a portion of a word, design, picture, or the like. In one embodiment, each complimentary wild symbol is in the form of a portion of a symbol used by the gaming device. Preferably, the complimentary wild symbols are displayed on either side of the symbols. It should be appreciated that the resultant wild symbol may be associated with one or more awards including but not limited to multipliers, free games and free spins.

In the illustrated embodiment of FIG. 3, a player uses the control features of the gaming device to cause the reels to spin. When the reels stop spinning, the first reel 34a includes the “7” symbol 60a and a complimentary wild symbol 64a in the form of a left half of a star along a payline 56, as illustrated in FIG. 3. The second reel 34b includes a complimentary wild symbol 64b in the form of a right half of a star and the “7” symbol 60b. The third reel includes the “BAR” symbol 60c. The processor combines the complimentary wild symbols 64a and 64b to create the resultant wild symbol 62. The resultant wild symbol 62 functions as a wild symbol that combines with the adjacent symbols 60a and 60b to form a winning combination of three “7”s, as illustrated in FIG. 4. The processor awards the player for the winning by displaying the player’s new credit total in the credit display 16.

In one embodiment, the gaming device provides a signal to the player that the complimentary wild symbols 64a and 64b have combined to create a resultant wild symbol 62. In this embodiment, the signal is the displaying of the word “WILD” through symbols 65a and 65b. The signal may also be a sound or message emitted by a speaker. Other suitable audio or visual methods of notifying a player are contemplated.

In another example, a first reel 34a includes a “BAR” symbol 60d and a complimentary wild symbol 64c in the form of a left half of a star along a payline 57, as illustrated in FIG. 5A. The first reel also includes the “7” symbol and a complimentary wild symbol 64a in the form of a left half of a star. The second reel includes a complimentary wild symbol 67a in the form of a right half of a square and a “BAR” symbol 60e in the upper portion of the display device. The second reel also includes a complimentary wild symbol 64b in the form of a right half of a star and a cherry symbol 60b. No resultant wild symbol is created with respect to symbols 64c and 67a. However, the processor combines the complimentary wild symbols 64a and 64b to create a resultant wild symbol 62, as illustrated in FIG. 5B. According to the paytable of the gam-

ing device, the player is not awarded any credits for obtaining two “7”s, two cherry symbols or two “BAR” symbols. If the third reel had included a cherry symbol along payline 56, the player would have been awarded for having three cherries. This embodiment illustrates multiple resultant wild symbols, as well as multiple complimentary wild symbols which are the same on one reel and are both adapted to match a single complimentary wild symbol on another reel.

In one embodiment, the processor transforms one or more symbols adjacent to resultant wild symbol into wild symbols. For example, within the display device, a first reel includes the “7” symbol 60a and a complimentary wild symbol 64a in the form of a left half of a star along payline 56, as illustrated in FIG. 6. The second reel 34b includes a complimentary wild symbol 64b in the form of a right half of a star along payline 56 as well as the “7” symbol 60b. The third reel includes a “BAR” symbol 60c. The processor combines the complimentary wild symbols to create a resultant wild symbol 62. As a result, the “7” symbol 60a displayed on the first reel and the “7” symbol 60b on the second reel become wild symbols 69a and 69b as illustrated in FIG. 7. The wild symbols combine with the BAR symbol on the third reel to provide three “BAR” symbols along the payline 56.

In one embodiment, the processor creates a resultant wild symbol by combining complimentary wild symbols on non-adjacent reels. For example, in a gaming device having three reels, complimentary wild symbols 64a and 64b are present along a payline 56 on the first and third reels, respectively, as illustrated in FIG. 8A. The first reel includes a complimentary wild symbol 64b in the form of a right half of a star and a “BAR” symbol 60d. The third reel includes a “BAR” symbol 60e and a complimentary wild symbol 64a in the form of a left half of a star. The complimentary wild symbols 64b and 64a on the first and third reels, respectively, are combined by the processor to create a resultant wild symbol. The processor then combines the “BAR” symbol 60d on the first reel with the resultant wild symbol and the “BAR” symbol 60e on the third reel to produce three “BAR” symbols as illustrated in FIG. 8B. The processor awards the player for the winning combination. It should be appreciated that this type of combination of complimentary wild symbols is not limited to embodiments having three reels, and can include any number of reels where complimentary wild symbols are present on two related or adjacent reels.

In an alternative embodiment, the symbols adjacent to the resultant symbol become wild symbols as a result of the complimentary wild symbol combination. The “BAR” symbols 60d and 60e on the payline 56 of the first and third reels become wild symbols 69a and 69c, respectively, as illustrated in FIG. 9. The second reel 34b includes a heart symbol 60a; as a result, the wild symbols each substitute for a heart symbol. The player obtains three heart symbols and is provided any associated award.

In a further embodiment, the gaming device provides the player with a plurality of spins at the beginning of the game. The player or the processor spins the reels until there are no spins remaining in the game.

In still a further embodiment, a probability of occurring on the reels is associated with each resultant wild symbol such that the probability of one resultant wild symbol occurring on the reels is greater than the probability of two or more resultant wild symbols occurring on the reels.

In one alternative embodiment, the resultant wild symbols are displayed within a display device on a set of cards such as in a video poker game. The resultant wild symbols include complimentary wild symbols displayed on separate cards. For example, a player uses the control features of the gaming

device to have the processor deal a set of cards **70a** through **70e**, as illustrated in FIG. **10**. The first card **70a** includes a complimentary wild symbol **72a** in the form of a left half of a star. The second card **70b** includes a complimentary wild symbol **72b** in the form of a right half of a star. The processor combines the complimentary wild symbols to create a resultant wild symbol **74**. For one embodiment, the processor transforms the first and second cards into wild cards **80a** and **80b**, respectively, as illustrated in FIG. **11**. These cards substitute for any other cards used in the game. In another embodiment, the processor transforms one of such cards into a wild symbol. In another embodiment, the processor sequentially transforms each card into wild symbol and makes a determination of any winning hand after each transformation. In another embodiment, the resultant wild symbol is an extra wild symbol used with the other displayed cards.

In another embodiment, a resultant wild symbol is formed from the combination of complimentary wild symbols on related but non-adjacent cards. In one example, five cards **70a** through **70e** are displayed within a display device as illustrated in FIG. **12**. The first and fifth cards have complimentary wild symbols **72b** and **72a**, respectively. The processor combines the complimentary wild symbols to create a resultant wild symbol. In one embodiment, the processor transforms the first and fifth cards **70a** and **70e** into wild cards **80a** and **80e**, respectively, as illustrated in FIG. **13**. It is appreciated that this type of combination of complimentary wild symbols is not limited to embodiments having five cards and can include any plurality of cards. It should also be appreciated that alternative suitable wild card transformations as described above may be preformed by the processor.

The resultant wild symbols can function as wild symbols either simultaneously or successively. In one example, a display device displays four reels, as illustrated in FIG. **14**. The first reel **34a** includes along payline **56** a complimentary wild symbol **64b** in the form of a right half of a star, a “7” symbol **60a** and another complimentary symbol **64a** in the form of a left half of a star. The second reel **34b** includes along payline **56** a complimentary wild symbol **64b** in the form of a right half of a star, a heart symbol **60b** and a complimentary symbol **64c** in the form of a left half of a square. The third reel **34c** includes along payline **56** a complimentary wild symbol **64d** in the form of a right half of a square, the “7” symbol **60c** and another complimentary wild symbol **64a** in the form of a left half of a star. The fourth reel **34d** includes along payline **56** complimentary wild symbol **64d** in the form of a right half of a square, a “BAR” symbol **60d**, and a complimentary wild symbol **64c** in the form of a left half of a square.

In this example, the processor combines complimentary wild symbols **64a** and **64b** to create resultant wild symbol **62a**. In addition, the processor combines complimentary wild symbols **64c** and **64d** to create resultant wild symbol **62b**. If the processor transforms the symbols along the payline **56** adjacent to the resultant wild symbols into wild symbols **69a**, **69b** and **69c** simultaneously, as illustrated in FIG. **15**, the player receives four “BAR” symbols.

However, if the processor transforms the symbols adjacent to the resultant wild symbols into wild symbols successively, as illustrated in FIGS. **16A** and **16B**, then the player obtains a first combination of three “7” symbols or three “BAR” symbols. Next, the second resultant wild symbol causes the adjacent symbols to become wild. The player receives three “7” symbols or three “BAR” symbols a second time.

If the processor transforms the resultant wild symbols **62a** and **62b** into wild symbols, the player obtains four “7” symbols, as illustrated in FIG. **17**. If the processor transforms the resultant wild symbols **62a** and **62b** into wild symbols suc-

cessively, as illustrated in FIGS. **18A** and **18B**, the player first receives a combination of three “7” symbols. Next, the processor combines complimentary wild symbols **64c** and **64d** to create a resultant wild symbol **62b**. The player again obtains three “7” symbols.

In one alternative embodiment, a plurality of resultant wild symbols **74a** and **74b** are included on a set of five cards **70a** through **70e** displayed in a video poker game, as shown in FIG. **19A**. The resultant wild symbols are included on the first and second cards **70a** and **70b** as well as the fourth and fifth cards **70d** and **70e**. The processor transforms the cards into wild cards simultaneously, successively, or in any combination thereof.

If the cards including the resultant wild symbols are transformed into wild cards **80a**, **80b**, **80d** and **80e** simultaneously, as illustrated in FIG. **19B**, the player receives five Queens. If the cards including the resultant wild symbols are transformed successively, the first and second cards **70a** and **70b** are transformed into wild cards **80a** and **80b**, respectively, as illustrated in FIG. **20A**. The player receives three Aces. Next, the fourth and fifth cards **70d** and **70e** are transformed into wild cards **80d** and **80e**, as illustrated in FIG. **20B**. The player then receives a straight.

Other alternative embodiments are illustrated in FIGS. **21** to **25**. In these embodiments, the resultant wild symbol **62** extends or transforms one or more symbols on the reels, either horizontally, vertically and in any combination desired by the game implementor.

Referring now specifically to FIG. **21a**, a resultant wild symbol **62** is formed from a complimentary wild symbol **64a** which is in the form of a left side of a star and complimentary symbol **64b** which is in the form of a right side of a star. In one embodiment, the resultant wild symbol **62** extends one or more symbols horizontally across the reels. The resultant wild symbol may extend a symbol across any number of reels such as one reel, two reels or all of the reels. As illustrated in FIG. **21b**, the resultant wild symbol **62** extends the “7” symbol **60a** to the second reel **34b**. The resultant wild symbol **62** may extend a symbol and/or it may act as a substitute or wild symbol. In FIG. **21b**, the resultant wild symbol **62** performs both functions by acting like a wild symbol and forms a three “7” symbols on payline **56**. It should be appreciated that the resultant wild symbol **62** may extend a symbol that is adjacent to it, diagonal to it, or in any other related position or randomly picked position on the reels as desired by the game implementor. It should also be appreciated that the resultant wild symbol **62** may extend a symbol across one or more reels **34** (i.e., skipping or not skipping certain symbols or symbol positions). A resultant wild symbol can also extend a symbol across a predetermined number of reels or a random number of reels. Accordingly, it should be appreciated that the resultant wild symbol can also function as an extender symbol.

Referring now to FIGS. **22a** and **22b**, two resultant wild symbols **62a** and **62b** are formed on the reels by complimentary symbols **64a** and **64b**, and **64c** and **64d**, respectively. A first resultant wild symbol **62a** is formed from a left side of a star **64a** and a right side of a star **64b**. The resultant wild symbol, **62b** is formed from a left side of a star **64c** and a right side of star **64d**. In this alternative embodiment, the “7” symbol **60a** on the left side of the resultant wild symbol **62a** is extended across the reels to those reels that are adjacent to a resultant wild symbol **62a** and **62b**. As illustrated in FIG. **22b**, the “7” symbol **60a** is extended across reels **34a**, **34b**, **34c** and **34d**. Note that the cherry symbol **60e** is not transformed into a “7” symbol because the cherry symbol **60a** was not adjacent to one of the resultant wild symbols **62a** or **62b**. The final symbol combination is four “7” symbols **60a**, **60b**, **60c** and

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60*d* in a row. In another embodiment, the resultant wild symbols 62*a* and 62*b* also functions like a wild symbol and are substituted for the symbol that is extended across the reels. In this case, the symbol combination includes six “7” symbols aligned across the reels.

In another alternative embodiment illustrated in FIGS. 23*a* and 23*b*, the resultant wild symbol 62 extends a symbol across a predetermined number of reels. In this embodiment, the resultant wild symbol 62 is formed from the left side of a star 64*a* and from the right side of a star 64*b*. A resultant wild symbol extends the symbol to the left of the resultant wild symbol 62, which is the “7” symbol 60*a*, across a predetermined number of reels. In this case, the resultant wild symbol 62 extends the “7” symbol 60*a* across all of the reels 34. As shown in FIG. 23*b*, the “7” symbol 60*a* is extended across or to reels 34*b*, 34*c*, 34*d* and 34*e*. The final symbol combination becomes five “7” symbols on the payline 56. In another embodiment, the resultant wild symbol 62 acts like a wild symbol and is substituted with the “7” symbol 60*a*. Thus, the final symbol combination is six “7” symbols across payline 56. It should be appreciated that the resultant wild symbol 62 may extend a symbol across a predetermined or random number of reels.

Referring now to FIGS. 24*a* and 24*b*, the resultant wild symbol 62 extends the symbols that are vertically adjacent to the resultant wild symbol on the reels. In this example, there are five reels 34*a* to 34*e* and a resultant wild symbol 62 is formed from a two complimentary wild symbols 64*a* and 64*b*. The resultant wild symbol 62 is a star which is formed from a left side of a star 64*a* on reel 34*a* and from a right side of a star 64*b* on reel 34*b*. As illustrated in FIG. 24*b*, the resultant wild symbol 62 extends the adjacent “7” symbol 60*a* to the adjacent reel 34*b* and thereby transforms the heart symbol 60*b* shown in FIG. 24*a* to a “7” symbol 60*b* in FIG. 24*b*. Then, the “7” symbol 60*a* and 60*b* are extended vertically on reels 34*a* and 34*b*. The “BAR” symbols 60*f* and 60*g* and the cherry symbol 60*h* are transformed into the “7” symbol. As shown in FIG. 24*b*, all of the symbols on reels 34*a* and 34*b* have been transformed into “7” symbols as a result of the resultant wild symbol 62.

In this example, the resultant combination on payline 56 does not provide a winning combination of three or more symbols unless the resultant wild symbol 62 acts like a wild symbol. If the resultant wild symbol acts as a wild symbol, the resultant wild symbol 62 forms the combination of three “7” symbols on the payline 56. In another embodiment, the processor employs a scatter pay combination where any three symbols across the paylines provides a winning combination. Therefore, any of the three “7” symbols on reels 34*a* and 34*b* provides a winning combination. It should be appreciated that vertically extending one or more symbols on the reels may create a winning combination of symbols or may eliminate a winning combination of symbols, depending on which symbol or symbols are being extended on the reels.

In an alternative embodiment, the extender symbol only extends a symbol on the reels to improve the award or payout to the player in a particular activation of the reels. If an award is eliminated, decreased or remains the same based on the extension of a symbol on the reels by the extender symbol, the symbol is not extended on the reels. For example in a particular game, the extender symbol extends a symbol across one reel and also acts as a wild symbol. In addition, three “BAR” symbols provide a larger award to the player than three cherry symbols in the game. The player activates the reels and obtains a cherry symbol, an extender symbol, and three “BAR” symbols on a payline associated with the reels. If the cherry symbol is extended by the extender symbol, there will

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be three cherry symbols instead of three “BAR” symbols indicated on the payline, which decreases the award in that activation. Therefore, the extender symbol does not extend the cherry symbol across the reels because extending the cherry symbol decreases the award provided to the player.

Referring now to FIGS. 25*a* and 25*b*, another alternative embodiment is shown where the resultant wild symbols 62*a* and 62*b* are adjacent to each other on payline 56. In this embodiment, when one or more resultant wild symbols 62 are formed by two complimentary wild symbols and are adjacent to each other on the reels 34, the symbols adjacent to the resultant wild symbol 62 are upgraded to the highest symbol on the reels. In this example, the highest or most valuable symbol is the “BAR” symbol 60*d*. Therefore, the symbols adjacent to the resultant wild symbols 62*a* and 62*b*, which in this case are symbols 60*a*, 60*b* and 60*c*, are upgraded to the “BAR” symbol. The resultant winning combination on payline 56 is four “BAR” symbols or six “BAR” symbols if the resultant wild symbols 62*a* and 62*b* act as wild symbols. The adjacent resultant wild symbols 62*a* and 62*b* may also provide one or more multipliers to the player, which multiplies the award for the winning combination by a predetermined or random amount or value. Also, the adjacent resultant wild symbols may extend the symbols across the reels horizontally or vertically or perform any other function desired by the game implementor. It should also be appreciated that the resultant wild symbol 62 in this alternative embodiment may act as a wild symbol and thereby substitute for or transform into a symbol on the reels or simply extend one or more symbols on the reels.

Referring to FIGS. 26*A*, 26*B*, 26*C* and 26*D*, in a further alternative embodiment, the gaming device includes at least one extender symbol on the reels. In one embodiment, the extender symbol horizontally extends one of the symbols, which is adjacent to the extender symbol on the reels, to one or more other reels. It should be appreciated that the extender symbol may extend one or more symbols across the reels. It should also be appreciated that the extender symbol may extend a symbol horizontally, vertically, diagonally or in any manner desired by the game implementor.

Referring to FIG. 26*A*, the gaming device displays five reels to the player having one payline 56. The player spins the reels. After the reels stop spinning, a “BAR” symbol 60*a*, an extender symbol 80, a cherry symbol 60*b*, a cherry symbol 60*c* and a heart symbol 60*d* occur on payline 56. In this example, the extender symbol 80 horizontally extends the bar symbol 60*a* from reel 34*a* to reel 34*c*. This transforms the cherry symbol 60*b* to a “BAR” symbol 60*b* as illustrated in FIG. 26*B*. In one embodiment, the extender symbol does not act as a wild symbol and therefore, there are only two “BAR” symbols 60*a* and 60*b* on payline 56. In another embodiment, the extender symbol acts as a wild symbol and as a result, there are three “BAR” symbols on payline 56. The player receives the award or awards associated with the resultant combination of symbols on the reels.

Referring to FIG. 26*C*, another aspect of this embodiment is illustrated where the extender symbol 80 extends the adjacent symbols, bar symbol 60*e* and complimentary wild symbol 64*a* (which is in the form of the left side of a star), diagonally across the reels from reel 34*a* to reel 34*c*. As a result, the heart symbol at the bottom of the reel 34*c* (shown in FIG. 26*B*) transforms into the “BAR” symbol 60*e* and the complimentary wild symbol 64*a*. The extended complimentary wild symbol 64*a* combines with the complimentary wild symbol 64*b* (which is in the form of the right side of a star) on reel 34*d* to form resultant wild symbol 62*a*. As a result, three “BAR” symbols occur on the bottom payline 58. Therefore,



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the extender symbol can create additional winning combinations on the reels which adds excitement and enjoyment to the player.

Referring to FIG. 26D, a further aspect of this embodiment is illustrated where the extender symbol **80** vertically extends bar symbol **60e** on reel **34b** from the top to the bottom of reel **34b**. As a result, there are two bar symbols on reel **34b**. It should be appreciated that the extender symbol may extend one or more symbols on the reels. Additionally, the extender symbol can extend a symbol across a predetermined number of reels or a random number of reels.

Referring to FIGS. 27A and 27B, a further alternative embodiment is illustrated where the extender symbol is included on one or more playing cards. The gaming device displays or deals five playing cards to a player as shown in FIG. 27A. In this example, the cards **70a**, **70b**, **70c**, **70d** and **70e** include the King of diamonds, Queen of hearts, Ace of clubs, two of clubs and three of diamonds, respectively. The extender symbol **80** appears on card **70b** and extends one or more of the symbols on the cards. In one embodiment, the extender symbol extends one of the adjacent card symbols across the cards such as the King symbol. In another embodiment, the extender extends both symbols across the cards such as the King symbol and the suit symbol (i.e., hearts, clubs). Moreover, the extender may extend a symbol across one or more cards as desired. In another embodiment, the extender symbols acts as a wild symbol as described above.

Referring to FIG. 27B, the extender symbol **80** extends both symbols of card **70a**, the King symbol and the diamond symbol, across card **70b** to card **70c**. Now card **70c** is also a King of diamonds. In this example, the extender symbol does not act as a wild symbol. Therefore, the player obtains two pair (i.e., two king of diamond cards) resulting as a result from the extension function performed by the extender symbol **80**.

While the present invention is described in connection with what is presently considered to be the most practical and preferred embodiments it should be appreciated that the invention is not limited to the disclosed embodiments, and is intended to cover various modifications and equivalent arrangements included within the spirit and scope of the claims. Modifications and variations in the present invention may be made without departing from the novel aspects of the invention as defined in the claims, and this application is limited only by the scope of the claims.

The invention is claimed as follows:

**1.** A gaming device comprising:

a housing having a front;

a plurality of input devices supported by the housing, the plurality of input devices including:

- (i) an acceptor,
- (ii) a validator, and
- (iii) a cashout device;

a display device supported by the housing;

a processor; and

a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the plurality of input devices to:

- (a) display a plurality of symbol generators, a plurality of symbols being on the symbol generators, at least two complimentary symbols being on the symbol generators and including a first complimentary symbol on a first one of the symbol generators and a second complimentary symbol on a second one of the symbol generators, wherein at least two of the complimentary symbols are each a portion of, but not all of, a resultant symbol;

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(b) if a physical item that indicates a monetary value is received by the acceptor, identify the received physical item via the validator and establish a credit balance based at least in part on the received and identified physical item;

(c) for a play of a game following placement of a wager, the wager being deductible from the credit balance:

- (i) randomly determine and display a plurality of the symbols on the symbol generators,
- (ii) randomly determine and display zero, one, or more of the complimentary symbols on the symbol generators,

(iii) if at least two of the complimentary symbols are adjacently displayed on the symbol generators such that said adjacently displayed complimentary symbols are each a portion of and form a display of the resultant symbol on the symbol generators, thereafter transform at least one symbol displayed on the symbol generators to another one of the symbols, and

(iv) display any awards based on said displayed symbols including any transformed symbols, the credit balance being increasable by any such awards, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form the resultant symbol; and

(d) upon actuation of the cashout device, initiate a payout associated with the credit balance.

**2.** The gaming device of claim **1**, wherein the at least two complementary symbols are on adjacent symbol generators.

**3.** The gaming device of claim **1**, which includes a payline associated with the symbol generators, wherein the plurality of instructions, which when executed by the processor, cause the processor to operate with the display device to transform at least one symbol which occurs on the symbol generators to another one of the symbols if the resultant symbol is formed on the payline.

**4.** The gaming device of claim **1**, which includes a payline associated with the symbol generators, wherein the plurality of instructions, which when executed by the processor, cause the processor to operate with the display device to transform at least one symbol which occurs on the payline to another one of the symbols if the resultant symbol is formed on the payline.

**5.** The gaming device of claim **1**, wherein the plurality of symbol generators include a plurality of reels.

**6.** A gaming device comprising:

a housing having a front;

a plurality of input devices supported by the housing, the plurality of input devices including:

- (i) an acceptor,
- (ii) a validator, and
- (iii) a cashout device;

a display device supported by the housing;

a processor; and

a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the plurality of input devices to:

- (a) display a plurality of symbol generators viewable from the front of the housing, a plurality of symbols being on the symbol generators and viewable from the front of the housing, at least two complimentary symbols being on the symbol generators and viewable

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from the front of the housing and including a first complimentary symbol on a first one of the symbol generators and a second complimentary symbol on a second one of the symbol generators, wherein at least two of the complimentary symbols are each a portion of, but not all of, a resultant symbol;

- (b) if a physical item that indicates a monetary value is received by the acceptor, identify the received physical item via the validator and establish a credit balance based at least in part on the received and identified physical item;
- (c) for a play of a game following placement of a wager, the wager being deductible from the credit balance:
  - (i) randomly determine and display a plurality of the symbols
  - (ii) randomly determine and display zero, one, or more of the complimentary symbols on the symbol generators,
  - (iii) when viewed from the front of the housing, if two of the complimentary symbols are adjacently displayed side by side on the symbol generators such that said adjacently displayed complimentary symbols are each a portion of and form a display of the resultant symbol on the symbol generators, thereafter cause the displayed formed resultant symbol on the symbol generators to function as an extra symbol which occurs on the symbol generators, and
  - (iv) display any awards based on said displayed symbols including any extra symbols, the credit balance being increasable by any such awards, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form the resultant symbol; and
- (d) upon actuation of the cashout device, initiate a payout associated with the credit balance.

7. The gaming device of claim 6, wherein the at least two complementary symbols are on adjacent symbol generators.

8. The gaming device of claim 6, which includes a payline associated with the symbol generators, wherein if the resultant symbol is formed on the payline, the plurality of instructions, which when executed by the processor, cause the processor to operate with the display device to cause the resultant symbol to function as an extra symbol on said payline.

9. The gaming device of claim 6, which includes a payline associated with the symbol generators, wherein the plurality of instructions, which when executed by the processor, cause the processor to operate with the display device to transform at least one symbol on the payline associated with the symbol generators to another one of the symbols if the resultant symbol is formed on the payline.

10. The gaming device of claim 6, wherein the plurality of symbol generators include a plurality of reels.

11. A gaming device comprising:

- a housing having a front;
- a plurality of input devices supported by the housing, the plurality of input devices including:
  - (i) an acceptor,
  - (ii) a validator, and
  - (iii) a cashout device;
- a display device supported by the housing;
- a processor; and

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a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the plurality of input devices to:

- (a) display a plurality of symbol generators viewable from the front of the housing, a plurality of symbols being on the symbol generators and viewable from the front of the housing, at least two complimentary symbols being on the symbol generators and viewable from the front of the housing and including a first complimentary symbol on a first one of the symbol generators and a second complimentary symbol on a second one of the symbol generators, wherein at least two of the complimentary symbols are each a portion of, but not all of, a resultant symbol; and
- (b) if a physical item that indicates a monetary value is received by the acceptor, identify the received physical item via the validator and establish a credit balance based at least in part on the received and identified physical item;
- (c) for a play of a game following placement of a wager, the wager being deductible from the credit balance:
  - (i) randomly determine and display a plurality of the symbols on the symbol generators,
  - (ii) randomly determine and display zero, one, or more of the complimentary symbols on the symbol generators,
  - (iii) when viewed from the front of the housing, if at least two of the complimentary symbols are adjacently displayed side by side on the symbol generators such that said adjacently displayed complimentary symbols are each a portion of and form a display of the resultant symbol on the symbol generators, thereafter cause at least one symbol which occurs on the symbol generators to function as another one of the symbols, and
  - (iv) display any awards based on said symbols, the credit balance being increasable by any such awards, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form the resultant symbol; and
- (d) upon actuation of the cashout device, initiate a payout associated with the credit balance.

12. The gaming device of claim 11, wherein the at least two complementary symbols are on adjacent symbol generators.

13. The gaming device of claim 11, which includes a payline associated with the symbol generators, wherein the plurality of instructions, which when executed by the processor, cause the processor to operate with the display device to cause at least one symbol which occurs on the symbol generators to function as another one of the symbols if the resultant symbol is formed on said payline.

14. The gaming device of claim 11, which includes a payline associated with the symbol generators, wherein the plurality of instructions, which when executed by the processor, cause the processor to operate with the display device to cause at least one symbol which occurs on the payline to function as another one of the symbols if the resultant symbol is formed on the payline.

15. The gaming device of claim 11, wherein the plurality of symbol generators include a plurality of reels.

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**16.** A gaming device comprising:

a housing having a front;

a plurality of input devices supported by the housing, the plurality of input devices including:

(i) an acceptor,

(ii) a validator, and

(iii) a cashout device;

a display device supported by the housing;

a processor; and

a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the plurality of input devices to:

(a) display a plurality of symbol generators, a plurality of symbols being on the symbol generators, a plurality of sets of complimentary symbols being on the symbol generators and including a first complimentary symbol on a first one of the symbol generators and a second complimentary symbol on a second one of the symbol generators, each set of complimentary symbols including two complimentary symbols which are each a portion of, but not all of, one of a plurality of resultant symbols,

(b) if a physical item that indicates a monetary value is received by the acceptor, identify the received physical item via the validator and establish a credit balance based at least in part on the received and identified physical item;

(c) for a play of a game following placement of a wager, the wager being deductible from the credit balance:

(i) randomly determine and display a plurality of the symbols on the symbol generators,

(ii) randomly determine and display zero, one, or more of the complimentary symbols on the symbol generators,

(iii) if any of the sets of complimentary symbols are adjacently displayed on the symbol generators such that said adjacently displayed complimentary symbols are each a portion of and form any display of any of the resultant symbols on the symbol generators, for each displayed formed resultant symbol, thereafter transform at least one symbol which occurs on the symbol generators to another one of the plurality of symbols, and

(iv) display any awards based on said displayed symbols including any transformed symbols, the credit balance being increasable by any such awards, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form one of the resultant symbols; and

(d) upon actuation of the cashout device, initiate a payout associated with the credit balance.

**17.** The gaming device of claim **16**, wherein the at least two complementary symbols are on adjacent symbol generators.**18.** The gaming device of claim **16**, wherein each set of complimentary symbols are arranged on the symbol generators such that each set can simultaneously form one of the resultant symbols.**19.** The gaming device of claim **16**, wherein the plurality of symbol generators include a plurality of reels.

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**20.** A gaming device comprising:

a housing having a front;

a plurality of input devices supported by the housing, the plurality of input devices including:

(i) an acceptor,

(ii) a validator, and

(iii) a cashout device;

a display device supported by the housing;

a processor; and

a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the plurality of input devices to:

(a) display a plurality of symbol generators viewable from the front of the housing, a plurality of symbols being on the symbol generators and viewable from the front of the housing, a plurality of sets of complimentary symbols being on the symbol generators and viewable from the front of the housing and including a first complimentary symbol on a first one of the symbol generators and a second complimentary symbol on a second one of the symbol generators, each set of complimentary symbols including two complimentary symbols which are each a portion of, but not all of, one of a plurality of resultant symbols;

(b) if a physical item that indicates a monetary value is received by the acceptor, identify the received physical item via the validator and establish a credit balance based at least in part on the received and identified physical item;

(c) for a play of a game following placement of a wager, the wager being deductible from the credit balance:

(i) randomly determine and display a plurality of the symbols on the symbol generators,

(ii) randomly determine and display zero, one, or more of the complimentary symbols on the symbol generators,

(iii) when viewed from the front of the housing, if any of the sets of complimentary symbols are adjacently displayed side by side on the symbol generators such that said adjacently displayed complimentary symbols are each a portion of and form any display of any of the resultant symbols on the symbol generators, for each displayed formed resultant symbol, thereafter cause at least one symbol which occurs on the symbol generators to function as another one of said plurality of symbols, and

(iv) display any awards based on said symbols, the credit balance being increasable by any such awards, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form one of the resultant symbols; and

(d) upon actuation of the cashout device, initiate a payout associated with the credit balance.

**21.** The gaming device of claim **20**, wherein the at least two complementary symbols are on adjacent symbol generators.**22.** The gaming device of claim **20**, which includes at least one payoffline, wherein one of the resultant symbols is formed if one set of complimentary symbols occurs on the payoffline.**23.** The gaming device of claim **20**, wherein each resultant symbol is transformed into one of the symbols adjacent to said resultant symbol.

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24. The gaming device of claim 20, wherein the plurality of symbol generators include a plurality of reels.

25. A gaming device comprising:

a housing having a front;

a plurality of input devices supported by the housing, the plurality of input devices including:

- (i) an acceptor,
- (ii) a validator, and
- (iii) a cashout device;

a display device;

a processor; and

a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the plurality of input devices to:

- (a) display a plurality of symbol generators viewable from the front of the housing, said symbol generators including a group of symbols on the symbol generators and viewable from the front of the housing, at least two complimentary symbols on the symbol generators and viewable from the front of the housing and including a first complimentary symbol on a first one of the symbol generators and a second complimentary symbol on a second one of the symbol generators, wherein at least two of the complimentary symbols are each a portion of, but not all of, a resultant symbol;
- (b) if a physical item that indicates a monetary value is received by the acceptor, identify the received physical item via the validator and establish a credit balance based at least in part on the received and identified physical item;
- (c) control a play of a game following placement of a wager, the wager being deductible from the credit balance, by:
  - (i) randomly generating and displaying a plurality of the symbols on the symbol generators and randomly generating and displaying zero, one, or more of the complimentary symbols on the symbol generators;
  - (ii) determining if any generated adjacently displayed complimentary symbols are each a portion of and form said resultant symbol on the symbol generators;
  - (iii) when viewed from the front of the housing, if said resultant symbol is formed on the symbol generators by adjacently displayed side by side complimentary symbols which are each a portion of said resultant symbol:
    - (1) determining one of the outcomes based on the generated symbols and the formed resultant symbol, and
    - (2) displaying any awards associated with said determined outcome, the credit balance being increasable by any such awards; and
  - (iv) if said resultant symbol is not formed on the symbol generators:
    - (1) determining a different one of the outcomes based on the generated symbols, and
    - (2) displaying any awards associated with said determined outcome, the credit balance being increasable by any such awards, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form the resultant symbol; and

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(d) upon actuation of the cashout device, initiate a payout associated with the credit balance.

26. The gaming device of claim 25, wherein the symbol generators are adjacent reels.

27. A gaming device comprising:

a housing having a front;

a plurality of input devices supported by the housing, the plurality of input devices including:

- (i) an acceptor,
- (ii) a validator, and
- (iii) a cashout device;

a display device supported by the housing;

a processor; and

a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the plurality of input devices to:

- (a) display a plurality of symbol generators viewable from the front of the housing, said symbol generators including a group of symbols viewable from the front of the housing and at least two complimentary symbols on the symbol generators and viewable from the front of the housing, wherein at least two of the complimentary symbols when viewed from the front of the housing adjacently displayed side by side are each a portion of, but not all of, a resultant symbol;
- (b) display at least one payline associated with the symbol generators;
- (c) if a physical item that indicates a monetary value is received by the acceptor, identify the received physical item via the validator and establish a credit balance based at least in part on the received and identified physical item;
- (d) for a play of a game following placement of a wager, the wager being deductible from the credit balance:
  - (i) display a first outcome determined prior to evaluation of any resultant symbol, wherein the first outcome is based on a first designated number of symbols forming a winning symbol combination on the payline; and
  - (ii) display a second outcome determined after evaluation of any resultant symbol on the symbol generators, wherein the second outcome is based on a second designated number of symbols forming a different symbol combination on the payline, wherein the second designated number of symbols includes a greater number of symbols than the first designated number of symbols, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form the resultant symbol; and
- (e) upon actuation of the cashout device, initiate a payout associated with the credit balance.

28. The gaming device of claim 27, wherein the at least two complimentary symbols are on adjacent symbol generators.

29. The gaming device of claim 27, wherein the plurality of symbol generators include a plurality of reels.

30. A gaming device comprising:

a housing having a front;

a plurality of input devices supported by the housing, the plurality of input devices including:

- (i) an acceptor,
- (ii) a validator, and
- (iii) a cashout device;

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- a display device supported by the housing;  
 a processor; and  
 a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the plurality of input devices to:
- (a) provide a plurality of cards, said cards including a plurality of symbols and at least two complimentary symbols, wherein at least two of said complimentary symbols are each a portion of, but not all of, a resultant symbol;
  - (b) if a physical item that indicates a monetary value is received by the acceptor, identify the received physical item via the validator and establish a credit balance based at least in part on the received and identified physical item;
  - (c) for a play of a game following placement of a wager, the wager being deductible from the credit balance:
    - (i) randomly determine and display a plurality of the cards,
    - (ii) if two of the complimentary symbols are adjacently displayed on the cards such that said adjacently displayed complimentary symbols are each portion of and form a display of the resultant symbol on the displayed cards, thereafter transform at least one symbol which occurs on the cards to another one of the plurality of symbols, and
    - (iii) display any awards based on said displayed symbols including any transformed symbols, the credit balance being increasable by any such awards, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form the resultant symbol; and
  - (e) upon actuation of the cashout device, initiate a payout associated with the credit balance.
- 31.** A gaming device comprising:  
 a housing having a front;  
 a plurality of input devices supported by the housing, the plurality of input devices including:  
 (i) an acceptor,  
 (ii) a validator, and  
 (iii) a cashout device;  
 a display device supported by the housing;  
 a processor; and  
 a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the plurality of input devices to:
- (a) provide a plurality of cards viewable from the front of the housing and a plurality of symbols viewable from the front of the housing and at least two complimentary symbols included on the cards and viewable from the front of the housing, wherein at least two of said complimentary symbols are each a portion of, but not all of, a resultant symbol;
  - (b) if a physical item that indicates a monetary value is received by the acceptor, identify the received physical item via the validator and establish a credit balance based at least in part on the received and identified physical item;
  - (c) for a play of a game following placement of a wager, the wager being deductible from the credit balance:
    - (i) randomly determine and display a plurality of the cards,

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- (ii) if at least two complimentary symbols are adjacently displayed side by side on the cards such that said adjacently displayed complimentary symbols are each a portion of and form a display of the resultant symbol on the displayed cards, thereafter cause the displayed formed resultant symbol to function as an extra symbol on the cards, and
  - (iii) display any awards based on said symbols including any extra symbols, the credit balance being increasable by any such awards, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form the resultant symbol, said displayed complimentary symbol; and
  - (d) upon actuation of the cashout device, initiate a payout associated with the credit balance.
- 32.** A method of operating a gaming device, said method comprising:
- (a) causing at least one processor to operate with at least one display device supported by a housing to display a plurality of symbol generators having a plurality of symbols and at least two complimentary symbols on the symbol generators and including a first complimentary symbol on a first one of the symbol generators and a second complimentary symbol on a second one of the symbol generators, wherein at least two of said complimentary symbols are each a portion of, but not all of, a resultant symbol;
  - (b) if a physical item that indicates a monetary value is received by an acceptor, identifying the received physical item via a validator and causing the at least one processor to establish a credit balance based at least in part on the received and identified physical item;
  - (c) for a play of a game following placement of a wager, the wager being deductible from the credit balance:
    - (i) causing the at least one processor to operate with the at least one display device to generate and display a plurality of said symbols on the symbol generators and generate,
    - (ii) causing the at least one processor to operate with the at least one display device to display zero, one, or more of the complimentary symbols on the symbol generators,
    - (iii) if two of the complimentary symbols are adjacently displayed on the symbol generators such that said adjacently displayed complimentary symbols are each a portion of and form a display of the resultant symbol on the symbol generators, thereafter causing the at least one processor to operate with the at least one display device to transform at least one symbol displayed on the symbol generators to another one of the symbols, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form the resultant symbol, and
    - (iv) causing any awards based on said displayed symbols, including any transformed symbols, to increase the credit balance, wherein the credit balance is decreasable via a cashout device configured to receive an input to cause an initiation of a payout associated with the credit balance.

**33.** The method of claim 32, wherein the at least two complementary symbols are on adjacent symbol generators.

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34. The method of claim 32, which includes transforming at least one symbol which occurs on the symbol generators to another one of the symbols if the resultant symbol is formed on a payline associated with the symbol generators.

35. The method of claim 32, which includes transforming at least one symbol which occurs on a payline associated with the symbol generators to another one of the symbols if the resultant symbol is formed on the payline.

36. The method of claim 32, wherein the plurality of symbol generators include a plurality of reels.

37. The method of claim 28, which is at least partially provided to a player through a data network.

38. The method of claim 37, wherein the data network is an internet.

39. A method of operating a gaming device, said method comprising:

- (a) causing at least one processor to operate with at least one display device supported by a housing to display a plurality of symbol generators viewable from a front of the housing, having a plurality of symbols viewable from the front of the housing and at least two complimentary symbols being on the symbol generators and viewable from the front of the housing and including a first complimentary symbol on a first one of the symbol generators and a second complimentary symbol on a second one of the symbol generators, wherein at least two of said complimentary symbols are each a portion of, but not all of, a resultant symbol;
- (b) if a physical item that indicates a monetary value is received by an acceptor, identifying the received physical item via a validator and causing the at least one processor to establish a credit balance based at least in part on the received and identified physical item;
- (c) for a play of a game following placement of a wager, the wager being deductible from the credit balance:
  - (i) causing the at least one processor to operate with the at least one display device to randomly generate and display a plurality of said symbols on the symbol generators,
  - (ii) causing the at least one processor to operate with the at least one display device to randomly generate and display zero, one, or more of the complimentary symbols on the symbol generators,
  - (iii) when viewed from the front of the housing if two of the complimentary symbols are adjacently displayed side by side on the symbol generators such that said adjacently displayed complimentary symbols are each a portion of and form a display of the resultant symbol on the symbol generators, thereafter causing the at least one processor to operate with the at least one display device to cause the displayed formed resultant symbol on the symbol generators to function as an extra symbol generated on the symbol generators, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form the resultant symbol; and
  - (iv) causing any awards based on said displayed symbols, including any extra symbols, to increase the credit balance, wherein the credit balance is decreasable via a cashout device configured to receive an input to cause an initiation of a payout associated with the credit balance.

40. The method of claim 39, wherein the at least two complementary symbols are on adjacent symbol generators.

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41. The method of claim 39, which includes causing the resultant symbol to function as an extra symbol on a payline associated with the symbol generators if the resultant symbol is formed on the payline.

42. The method of claim 39, which includes transforming at least one symbol generated on a payline associated with the symbol generators to another one of the symbols if the resultant symbol is formed on the payline.

43. The method of claim 39, wherein the plurality of symbol generators include a plurality of reels.

44. The method of claim 39, which is at least partially provided to a player through a data network.

45. The method of claim 44, wherein the data network is an internet.

46. A method of operating a gaming device, said method comprising:

- (a) causing at least one processor to operate with at least one display device supported by a housing to display a plurality of symbol generators viewable from a front of the housing, having a plurality of symbols viewable from the front of the housing and at least two complimentary symbols viewable from the front of the housing and including a first complimentary symbol on a first one of the symbol generators and a second complimentary symbol on a second one of the symbol generators, wherein at least two of said complimentary symbols are each a portion of, but not all of, a resultant symbol;
- (b) if a physical item that indicates a monetary value is received by an acceptor, identifying the received physical item via a validator and causing the at least one processor to establish a credit balance based at least in part on the received and identified physical item;
- (c) for a play of a game following placement of a wager, the wager being deductible from the credit balance:
  - (i) causing the at least one processor to operate with the at least one display device to randomly generate and display a plurality of said symbols on the symbol generators,
  - (ii) causing the at least one processor to operate with the at least one display device to randomly generate and display zero, one, or more of the complimentary symbols on the symbol generators,
  - (iii) when viewed from the front of the housing, if two of the complimentary symbols are adjacently displayed side by side on the symbol generators such that said adjacently displayed complimentary symbols are each a portion of and form a display of the resultant symbol on the symbol generators, thereafter causing the at least one processor to operate with the at least one display device to cause at least one symbol generated on the symbol generators to function as another one of the symbols, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form the resultant symbol; and
  - (iv) causing any awards based on said symbols, to increase the credit balance, wherein the credit balance is decreasable via a cashout device configured to receive an input to cause an initiation of a payout associated with the credit balance.

47. The method of claim 46, wherein the at least two complementary symbols are on adjacent symbol generators.

48. The method of claim 46, which includes causing at least one symbol generated on the symbol generators to function as

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another one of the symbols if the resultant symbol is formed on a payline associated with the symbol generators.

49. The method of claim 46, which includes causing at least one symbol generated on a payline associated with the symbol generators to function as another one of the symbols if the resultant symbol is formed on the payline.

50. The method of claim 46, wherein the plurality of symbol generators include a plurality of reels.

51. The method of claim 46, which is at least partially provided to a player through a data network.

52. The method of claim 51, wherein the data network is an internet.

53. A method of operating a gaming device, said method comprising:

- (a) causing at least one processor to operate with at least one display device to display a plurality of symbol generators having a plurality of symbols and a plurality of sets of complimentary symbols and including a first complimentary symbol on a first one of the symbol generators and a second complimentary symbol on a second one of the symbol generators, each set of complimentary symbols including two complimentary symbols which are each a portion of, but not all of, one of a plurality of resultant symbols;
- (b) if a physical item that indicates a monetary value is received by an acceptor, identifying the received physical item via a validator and causing the at least one processor to establish a credit balance based at least in part on the received and identified physical item;
- (c) for a play of a game following placement of a wager, the wager being deductible from the credit balance:
  - (i) causing the at least one processor to operate with the at least one display device to randomly generate and display a plurality of the symbols on the symbol generators,
  - (ii) causing the at least one processor to operate with the at least one display device to randomly generate and display zero, one, or more of the complimentary symbols on the symbol generators,
  - (iii) if any of the sets of complimentary symbols are adjacently displayed on the symbol generators such that said adjacently displayed complimentary symbols are each a portion of and form a display of any of the resultant symbols on the symbol generators, for each displayed formed resultant symbol, thereafter causing the at least one processor to operate with the at least one display device to transform at least one symbol generated on the symbol generators to another one of the plurality of symbols, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form one of the resultant symbols; and
  - (iv) causing any awards based on said displayed symbols, including any transformed symbols, to increase the credit balance, wherein the credit balance is decreasable via a cashout device configured to receive an input to cause an initiation of a payout associated with the credit balance.

54. The method of claim 53, wherein the at least two complementary symbols are on adjacent symbol generators.

55. The method of claim 53, wherein each set of complimentary symbols are arranged on the symbol generators such that each set can simultaneously form one of the resultant symbols.

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56. The method of claim 53, wherein the plurality of symbol generators include a plurality of reels.

57. The method of claim 53, which is at least partially provided to a player through a data network.

58. The method of claim 57, wherein the data network is an internet.

59. A method of operating a gaming device, said method comprising:

- (a) causing at least one processor to operate with at least one display device supported by a housing to display a plurality of symbol generators viewable from a front of the housing, having a plurality of symbols viewable from the front of the housing and a plurality of sets of complimentary symbols viewable from the front of the housing and including a first complimentary symbol on a first one of the symbol generators and a second complimentary symbol on a second one of the symbol generators, each set of complimentary symbols including two complimentary symbols which are each a portion of, but not all of, one of a plurality of resultant symbols;
- (b) if a physical item that indicates a monetary value is received by an acceptor, identifying the received physical item via a validator and causing the at least one processor to establish a credit balance based at least in part on the received and identified physical item;
- (c) for a play of a game following placement of a wager, the wager being deductible from the credit balance,
  - (i) causing the at least one processor to operate with the at least one display device to randomly determine and display a plurality of the symbols on the symbol generators,
  - (ii) causing the at least one processor to operate with the at least one display device to randomly determine and display zero, one, or more of the complimentary symbols on the symbol generators
  - (iii) when viewed from the front of the housing if any of the sets of complimentary symbols are adjacently displayed side by side on the symbol generators such that they are a portion of and form a display of any of the resultant symbols, for each displayed formed resultant symbol on the symbol generators, thereafter causing the at least one processor to operate with the at least one display device to cause at least one symbol generated on the symbol generators to function as another one of said plurality of symbols, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form one of the resultant symbols, and
  - (iv) causing any awards based on said symbols, to increase the credit balance, wherein the credit balance is decreasable via a cashout device configured to receive an input to cause an initiation of a payout associated with the credit balance.

60. The method of claim 59, wherein the at least two complementary symbols are on adjacent symbol generators.

61. The method of claim 59, which includes at least one payline, wherein one of the resultant symbols is formed if one set of complimentary symbols is generated on the payline.

62. The method of claim 59, which includes transforming each resultant symbol into one of the symbols adjacent to said resultant symbol.

63. The method of claim 59, wherein the plurality of symbol generators include a plurality of reels.

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64. The method of claim 59, which is at least partially provided to a player through a data network.

65. The method of claim 64, wherein the data network is an internet.

66. A method of operating a gaming device, said method comprising:

- (a) if a physical item that indicates a monetary value is received by an acceptor, identifying the received physical item via a validator and causing at least one processor to establish a credit balance based at least in part on the received and identified physical item;
- (b) causing at least one processor to operate with at least one display device supported by a housing to randomly generate a plurality of symbols from a group of symbols on a plurality of symbol generators viewable from a front of the housing and randomly generate zero, one, or more of complimentary symbols from at least two complimentary symbols on the plurality of symbol generators viewable from the front of the housing, wherein at least two of said complimentary symbols are each a portion of, but not all of, a resultant symbol;
- (c) causing the at least one processor to operate with the at least one display device to determine if any generated adjacently displayed complimentary symbols are each a portion of and form said resultant symbol on said symbol generators;
- (d) when viewed from the front of the housing, if said resultant symbol is formed on said symbol generators by adjacently displayed side by side complimentary symbols which are each a portion of said resultant symbol, causing the at least one processor to operate with the at least one display device to:
  - (i) determine an award based on the generated symbols and the formed resultant symbol, and
  - (ii) cause any determined awards based on said generated symbols and said formed resultant symbol, to increase the credit balance, wherein the credit balance is decreasable via a cashout device configured to receive an input to cause an initiation of a payout associated with the credit balance; and
- (e) if said resultant symbol is not formed on said symbol generators:
  - (i) determine a different award based on the generated symbols, and
  - (ii) provide the player said determined award, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form the resultant symbol.

67. The method of claim 66, which is at least partially provided to the player through a data network.

68. The method of claim 67, wherein the data network is an internet.

69. A method of operating a gaming device, said method comprising:

- causing at least one processor to operate with at least one display device supported by a housing to:
  - provide a plurality of symbol generators viewable from a front of the housing, having a plurality of symbols viewable from the front of the housing and at least two complimentary symbols viewable from the front of the housing and including a first complimentary symbol on a first one of the symbol generators and a second complimentary symbol on a second one of the symbol generators, wherein at least two of said complimentary symbols

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when adjacently displayed are each a portion of, but not all of, a resultant symbol, if a physical item that indicates a monetary value is received by an acceptor, identifying the received physical item via a validator and causing the at least one processor to establish a credit balance based at least in part on the received and identified physical item, and for a play of a game following placement of a wager, the wager being deductible from the credit balance:

- (a) randomly generate a plurality of said symbols and randomly generate zero, one, or more of the complimentary symbols when viewed from the front of the housing, side by side on a payline associated with the symbol generators;
- (b) prior to evaluation of any resultant symbol formed on the payline, determine any first award, wherein the first award is based on a first designated number of symbols forming a winning symbol combination on the payline;
- (c) cause any determined awards based on said generated symbols and said formed resultant symbol, to increase the credit balance, wherein the credit balance is decreasable via a cashout device configured to receive an input to cause an initiation of a payout associated with the credit balance;
- (d) evaluate any displayed resultant symbol on the payline; and
- (e) based on any displayed resultant symbol, determine any second award, wherein the second award is based on a second designated number of symbols forming a different symbol combination on the payline, wherein the second designated number of symbols includes a greater number of symbols than the first designated number of symbols, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form the resultant symbol.

70. The method of claim 69, wherein the plurality of symbol generators include a plurality of reels.

71. The method of claim 69, which is at least partially provided to the player through a data network.

72. The method of claim 71, wherein the data network is an internet.

73. A method of operating a gaming device, said method comprising the steps of:

- (a) causing at least one processor to operate with at least one display device supported by a housing to provide a plurality of cards having a plurality of symbols and at least two complimentary symbols and including a first complimentary symbol on a first one of the cards and a second complimentary symbol on a second one of the cards, wherein at least two of the complimentary symbols are each a portion of, but not all of, a resultant symbol; and
- (b) if a physical item that indicates a monetary value is received by an acceptor, identifying the received physical item via a validator and causing the at least one processor to establish a credit balance based at least in part on the received and identified physical item;
- (c) for a play of a game following placement of a wager, the wager being deductible from the credit balance:
  - (i) causing the at least one processor to operate with the at least one display device to randomly select and display a plurality of the cards to a player,
  - (ii) if two of the complimentary symbols are adjacently displayed on the cards such that said adjacently displayed



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played complimentary symbols are each a portion of and form a display of the resultant symbol, thereafter causing the at least one processor to operate with the at least one display device to transform at least one symbol which occurs on the cards to another one of the plurality of symbols, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form the resultant symbol, and

- (iii) causing any awards based on said symbols, including any transformed symbols, to increase the credit balance, wherein the credit balance is decreasable via a cashout device configured to receive an input to cause an initiation of a payout associated with the credit balance.

**74.** The method of claim **73**, which is at least partially provided to the player through a data network.

**75.** The method of claim **74**, wherein the data network is an internet.

**76.** A method of operating a gaming device, said method comprising the steps of:

- (a) causing at least one processor to operate with at least one display device supported by a housing to provide a plurality of cards having a plurality of symbols viewable from a front of the housing and at least two complimentary symbols viewable from the front of the housing, wherein at least two of said complimentary symbols are each a portion of, but not all of, a resultant symbol;
- (b) if a physical item that indicates a monetary value is received by an acceptor, identifying the received physical item via a validator and causing the at least one

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processor to establish a credit balance based at least in part on the received and identified physical item;

- (c) for a play of a game following placement of a wager, the wager being deductible from the credit balance:

- (i) causing the at least one processor to operate with the at least one display device to randomly select and display a plurality of the cards to a player,

- (ii) when viewed from the front of the housing, if two of said complimentary symbols are adjacently displayed side by side on the cards such that said adjacently displayed complimentary symbols are a portion of and form a display of the resultant symbol on the cards, thereafter causing the at least one processor to operate with the at least one display device to cause the displayed formed resultant symbol to function as an extra symbol on the cards, wherein any displayed complimentary symbol does not form any part of any winning symbol combination if said displayed complimentary symbol is not displayed in association with another complimentary symbol such that said complimentary symbols form the resultant symbol, and

- (iii) causing any awards based on said symbols, including any extra symbols, to increase the credit balance, wherein the credit balance is decreasable via a cashout device configured to receive an input to cause an initiation of a payout associated with the credit balance.

**77.** The method of claim **76**, which is at least partially provided to the player through a data network.

**78.** The method of claim **77**, wherein the data network is an internet.

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